BEST AVAILABLE COPY

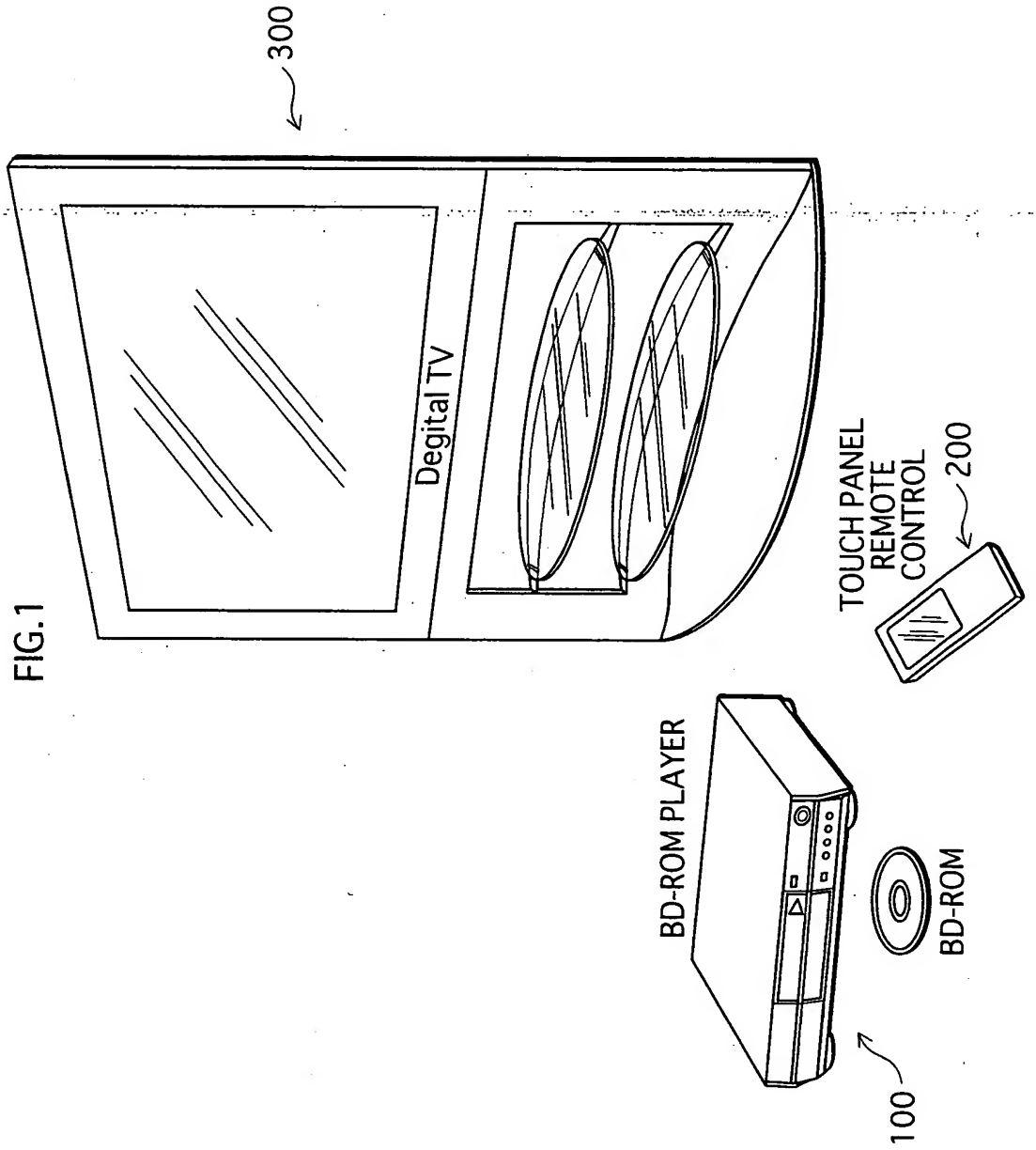


FIG.1

FIG.2

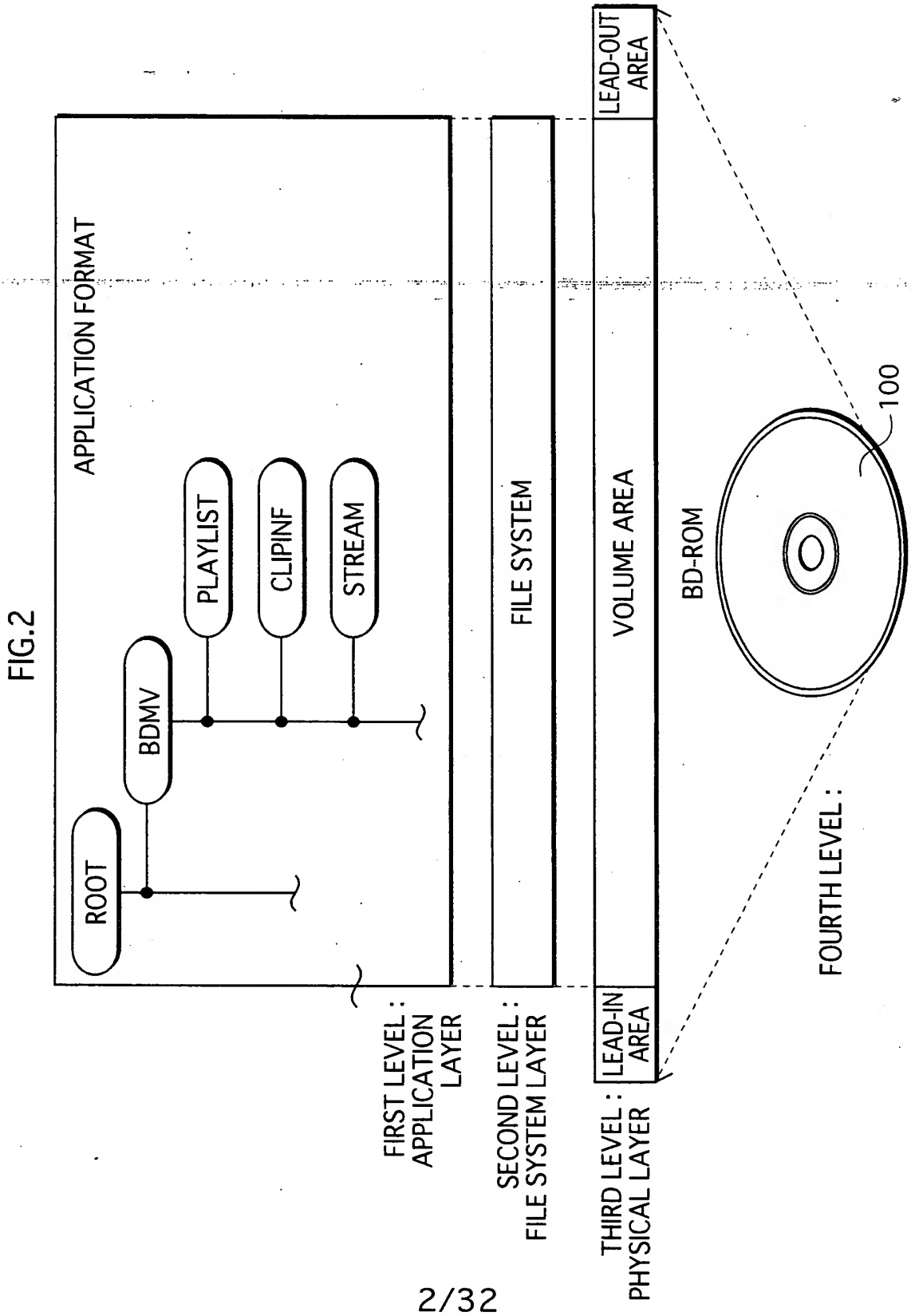

APPLICATION FORMAT
ROOT
BDMV
PLAYLIST
CLIPINF
STREAM
FILE SYSTEM
LEAD-OUT AREA
VOLUME AREA
LEAD-IN AREA
BD-ROM
100
FIRST LEVEL : APPLICATION LAYER
SECOND LEVEL : FILE SYSTEM LAYER
THIRD LEVEL : PHYSICAL LAYER
FOURTH LEVEL :

FIG.3

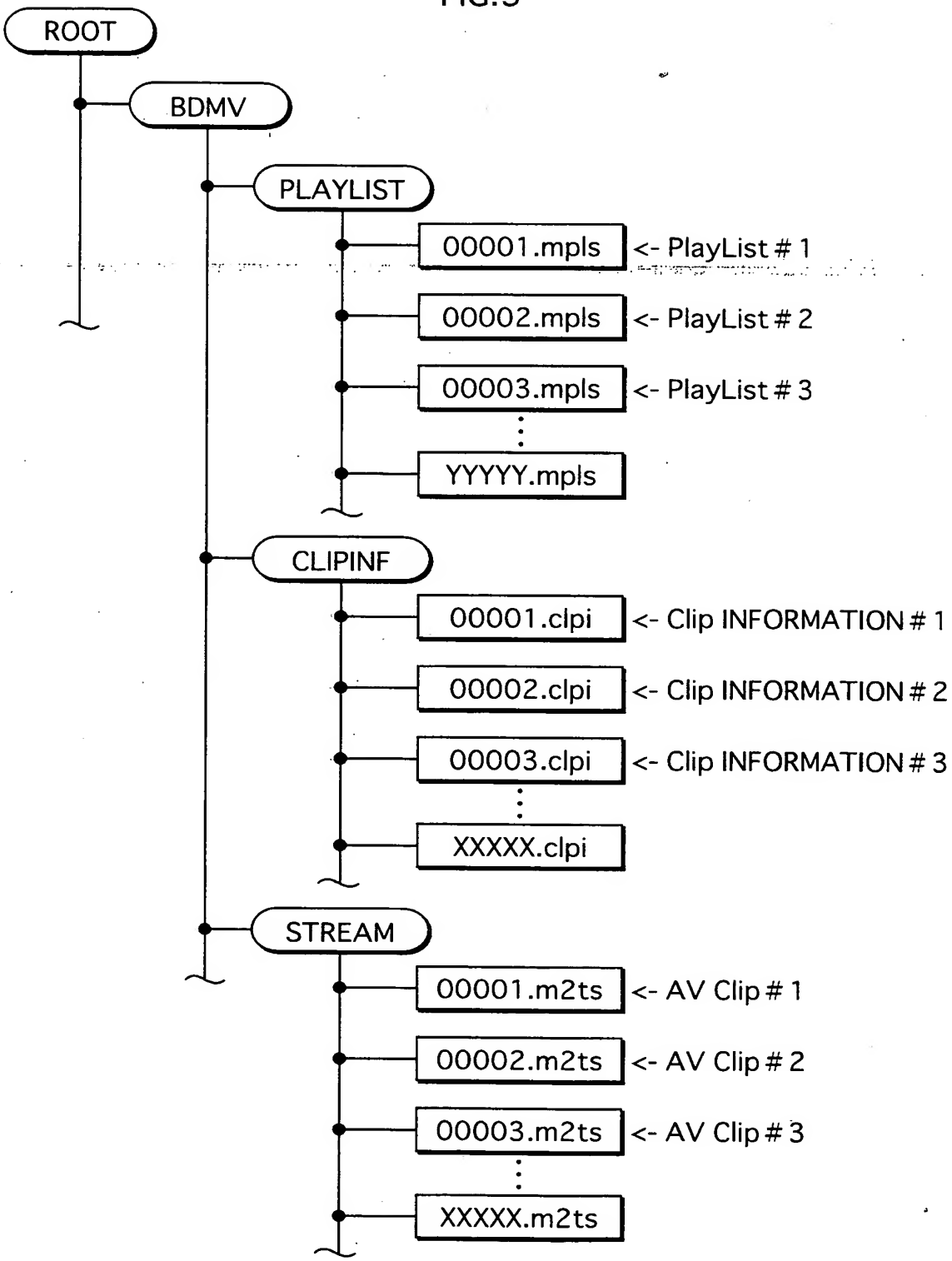

ROOT
BDMV
PLAYLIST
00001.mpls
<- PlayList # 1
00002.mpls
<- PlayList # 2
00003.mpls
<- PlayList # 3
YYYYY.mpls
CLIPINF
00001.clpi
<- Clip INFORMATION # 1
00002.clpi
<- Clip INFORMATION # 2
00003.clpi
<- Clip INFORMATION # 3
XXXXX.clpi
STREAM
00001.m2ts
<- AV Clip # 1
00002.m2ts
<- AV Clip # 2
00003.m2ts
<- AV Clip # 3
XXXXX.m2ts

FIG.4

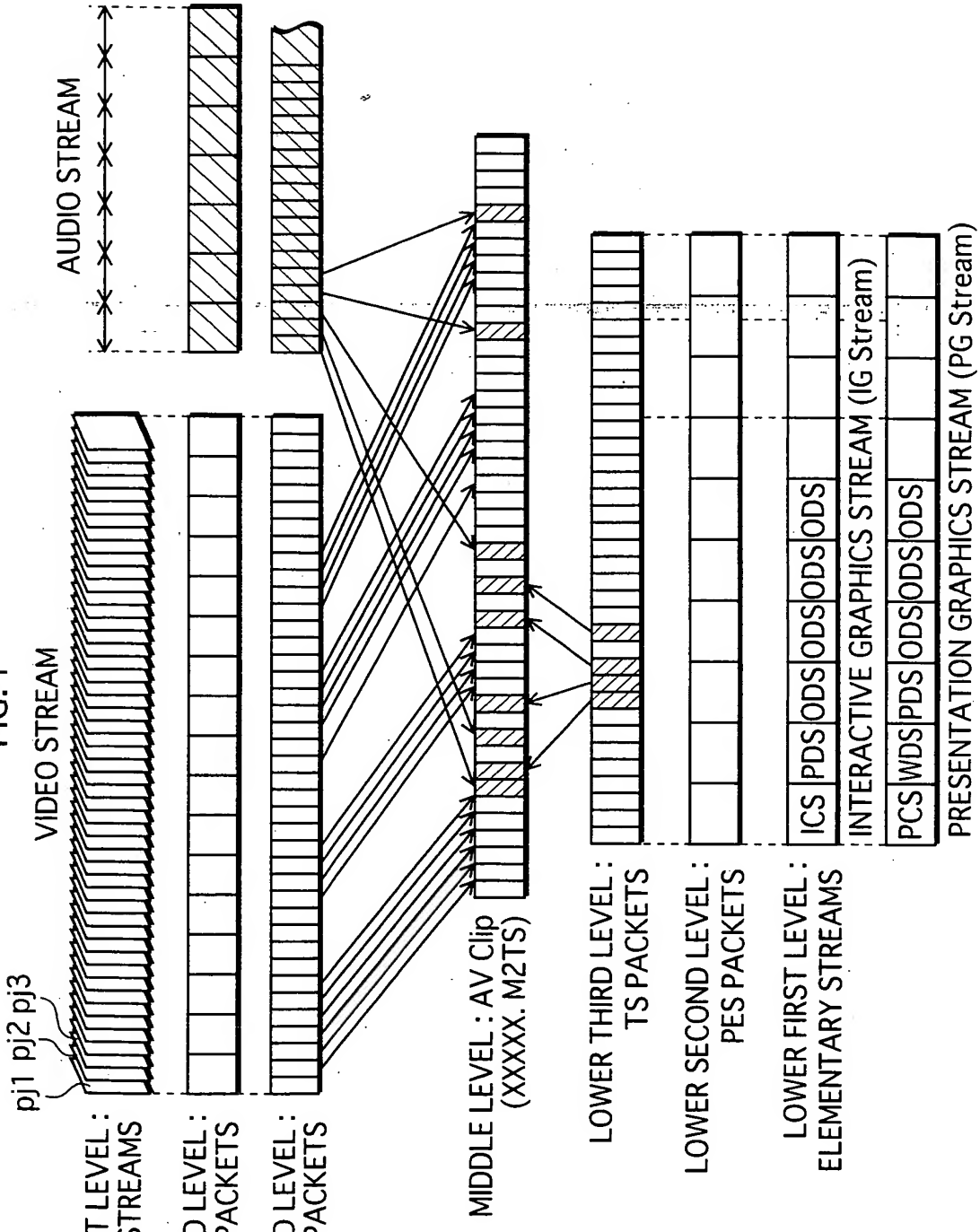

AUDIO STREAM
VIDEO STREAM
pj1 pj2 pj3
UPPER FIRST LEVEL : ELEMENTARY STREAMS
UPPER SECOND LEVEL : PES PACKETS
UPPER THIRD LEVEL : TS PACKETS
MIDDLE LEVEL : AV Clip (XXXXX. M2TS)
LOWER THIRD LEVEL : TS PACKETS
LOWER SECOND LEVEL : PES PACKETS
LOWER FIRST LEVEL : ELEMENTARY STREAMS
ICS PDS ODS ODS ODS ODS
INTERACTIVE GRAPHICS STREAM (IG Stream)
PCS WDS PDS ODS ODS ODS
PRESENTATION GRAPHICS STREAM (PG Stream)

FIG.5

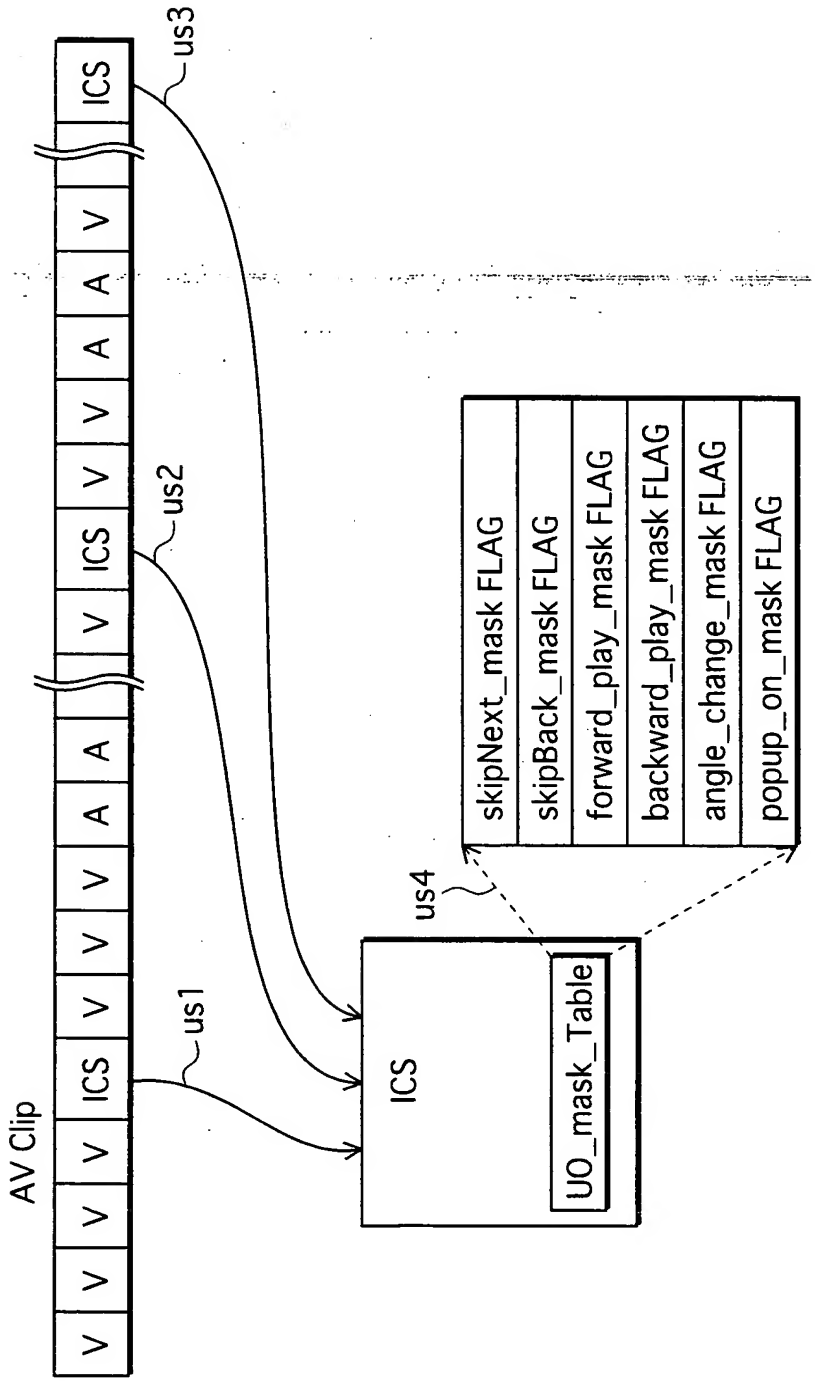

AV Clip
V
A
ICS
us1
us2
us3
us4
ICS
UO_mask_Table
skipNext_mask FLAG
skipBack_mask FLAG
forward_play_mask FLAG
backward_play_mask FLAG
angle_change_mask FLAG
popup_on_mask FLAG

FIG.6

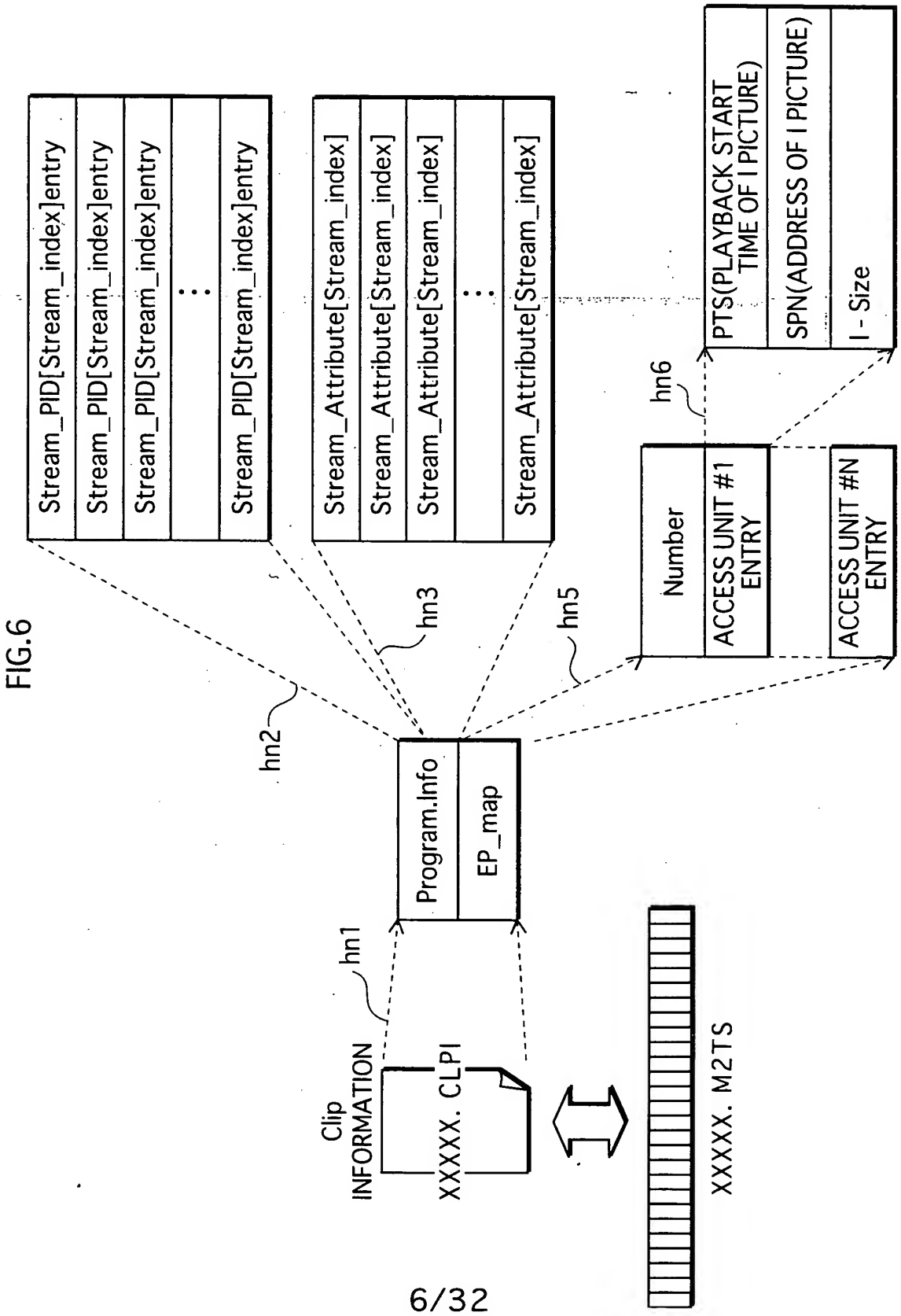

Clip INFORMATION
XXXXX. CLPI
hn1
Program.Info
EP_map
hn2
Stream_PID[Stream_index]entry
Stream_PID[Stream_index]entry
Stream_PID[Stream_index]entry
Stream_PID[Stream_index]entry
hn3
Stream_Attribute[Stream_index]
Stream_Attribute[Stream_index]
Stream_Attribute[Stream_index]
Stream_Attribute[Stream_index]
hn5
Number
ACCESS UNIT #1 ENTRY
ACCESS UNIT #N ENTRY
hn6
PTS(PLAYBACK START TIME OF I PICTURE)
SPN(ADDRESS OF I PICTURE)
I - Size
XXXXX. M2TS

FIG.7

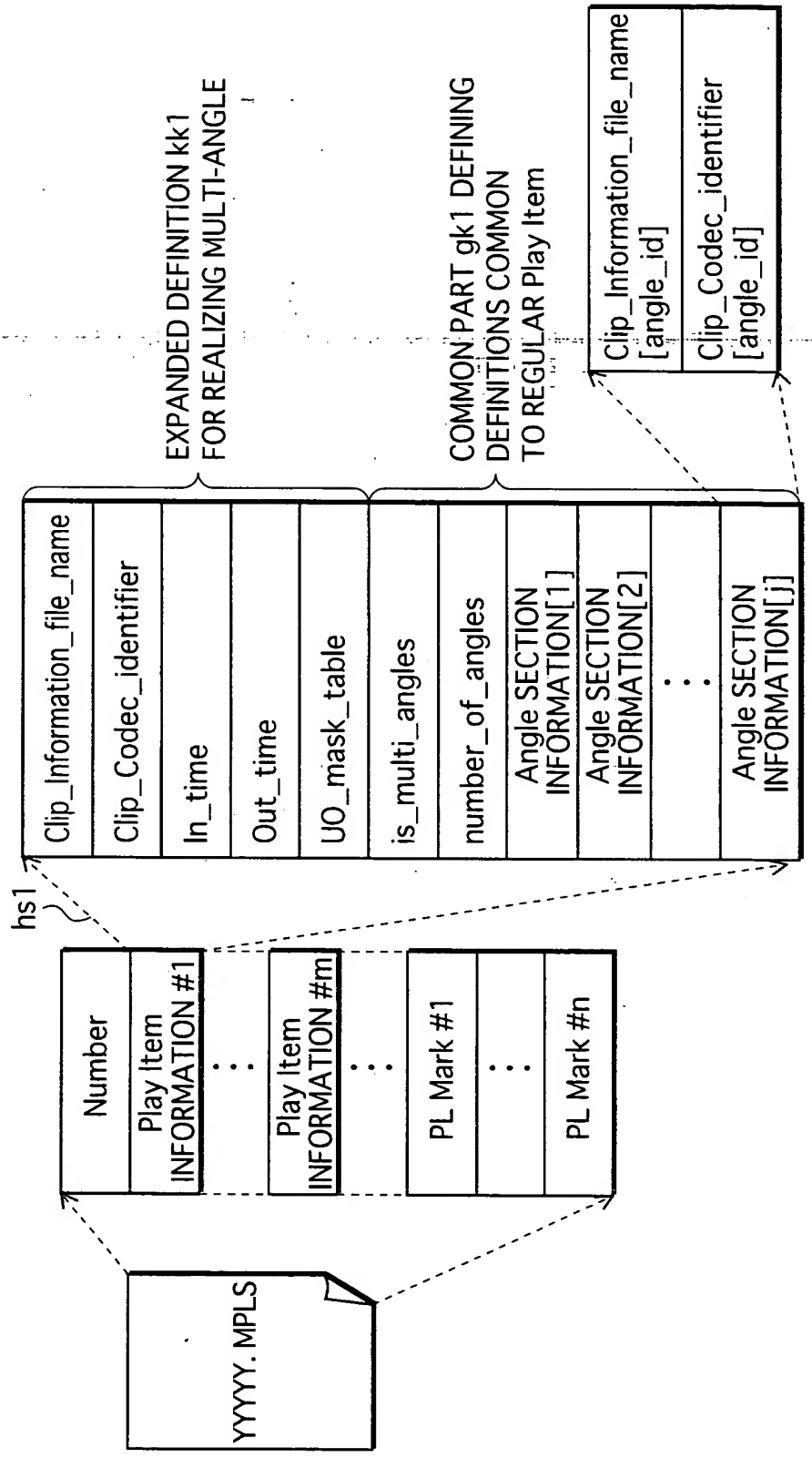
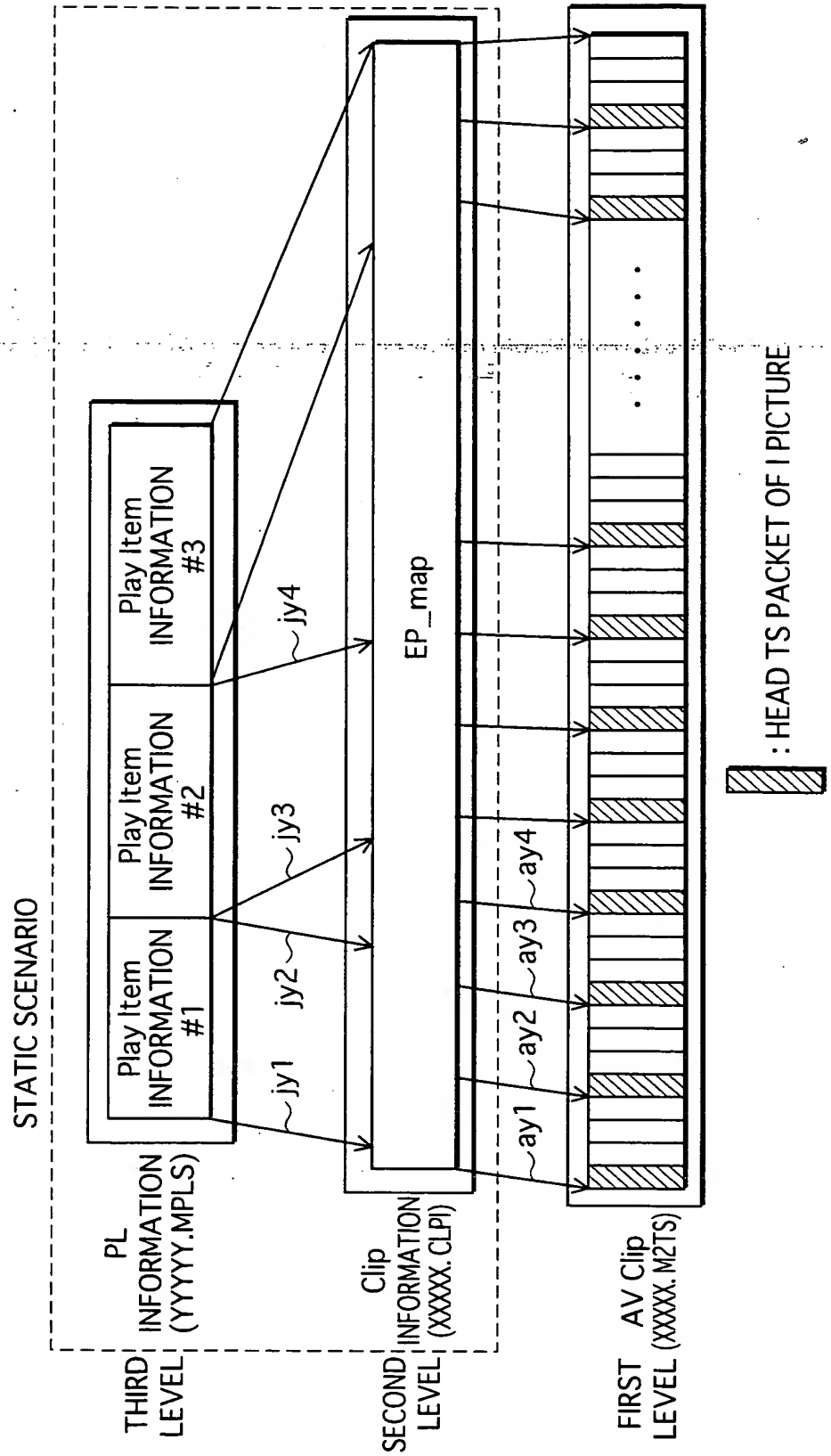

YYYYY. MPLS
Number
Play Item INFORMATION #1
Play Item INFORMATION #m
PL Mark #1
PL Mark #n
hs1
Clip_Information_file_name
Clip_Codec_identifier
In_time
Out_time
UO_mask_table
is_multi_angles
number_of_angles
Angle SECTION INFORMATION[1]
Angle SECTION INFORMATION[2]
Angle SECTION INFORMATION[j]
EXPANDED DEFINITION kk1 FOR REALIZING MULTI-ANGLE
COMMON PART gk1 DEFINING DEFINITIONS COMMON TO REGULAR Play Item
Clip_Information_file_name [angle_id]
Clip_Codec_identifier [angle_id]

FIG.8


STATIC SCENARIO
Play Item INFORMATION #1
Play Item INFORMATION #2
Play Item INFORMATION #3
jy1
jy2
jy3
jy4
EP_map
ay1
ay2
ay3
ay4
: HEAD TS PACKET OF I PICTURE
PL INFORMATION (YYYYY.MPLS)
Clip INFORMATION (XXXXX.CLPI)
FIRST AV Clip (XXXXX.M2TS)
THIRD LEVEL
SECOND LEVEL
FIRST LEVEL

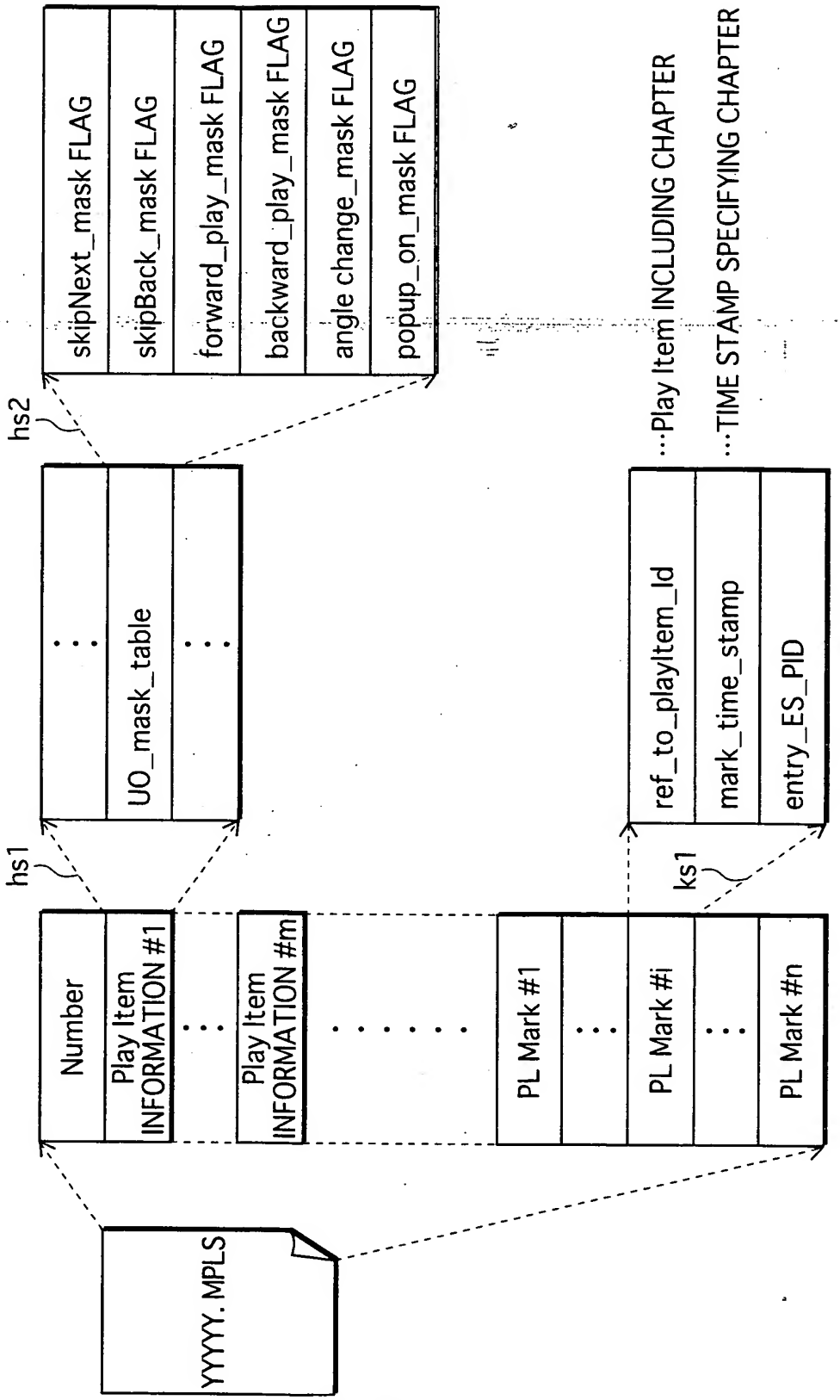

YYYYY. MPLS
Number
Play Item INFORMATION #1
Play Item INFORMATION #m
PL Mark #1
PL Mark #i
PL Mark #n
hs1
ks1
UO_mask_table
hs2
skipNext_mask FLAG
skipBack_mask FLAG
forward_play_mask FLAG
backward_play_mask FLAG
angle change_mask FLAG
popup_on_mask FLAG
ref_to_playItem_Id
mark_time_stamp
entry_ES_PID
...Play Item INCLUDING CHAPTER
...TIME STAMP SPECIFYING CHAPTER

FIG.9

FIG.10

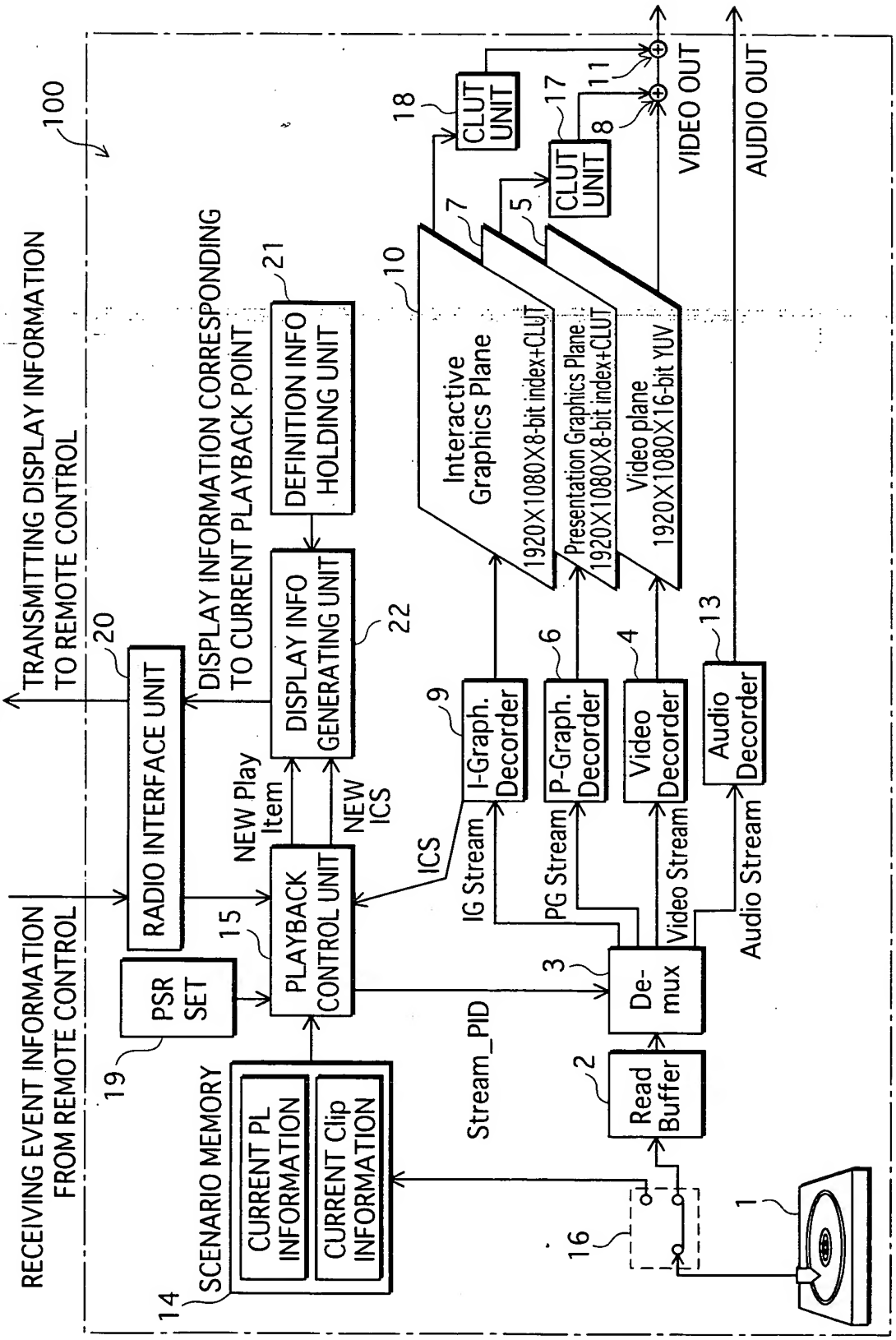

100
TRANSMITTING DISPLAY INFORMATION TO REMOTE CONTROL
RECEIVING EVENT INFORMATION FROM REMOTE CONTROL
RADIO INTERFACE UNIT
20
PSR SET
19
PLAYBACK CONTROL UNIT
15
SCENARIO MEMORY
CURRENT PL INFORMATION
CURRENT Clip INFORMATION
14
DISPLAY INFORMATION CORRESPONDING TO CURRENT PLAYBACK POINT
NEW Play Item
NEW ICS
ICS
DISPLAY INFO GENERATING UNIT
22
DEFINITION INFO HOLDING UNIT
21
Stream_PID
IG Stream
PG Stream
Video Stream
Audio Stream
I-Graph. Decorder
9
P-Graph. Decorder
6
Video Decorder
4
Audio Decorder
13
De-mux
3
Read Buffer
2
16
1
Interactive Graphics Plane
1920X1080X8-bit index+CLUT
10
Presentation Graphics Plane
1920X1080X8-bit index+CLUT
7
Video plane
1920X1080X16-bit YUV
5
CLUT UNIT
18
CLUT UNIT
17
8
11
VIDEO OUT
AUDIO OUT

FIG.11A

TEMPLATE FOR BUTTON INFORMATION

```
BUTTONxxx : yyy
NAME="aaa"
IMAGE="bbb"
POSITION="ccc"
EVENT="ddd"
```

FIG.11B

TEMPLATE FOR TEXT INFORMATION

```
TEXTeee : fff
NAME="ggg"
POSITION="hhh"
```

FIG.12A

BUTTON INFORMATION 1

```
BUTTON 1: ENABLED
NAME=" MENU"
IMAGE=" STAR"
POSITION=" UPPER LEFT"
EVENT=" DISPLAY MENU"
```

FIG.12B

TEXT INFORMATION

```
TEXT 1: NORMAL
NAME=" ANGLE SELECTION"
POSITION=" UPPER CENTER"
```

FIG.12C

BUTTON INFORMATION 2

```
BUTTON 2: ENABLED
NAME=" 1"
IMAGE=" OVAL"
POSITION=" MIDDLE LEFT"
EVENT=" ANGLE 1"
```

FIG.12D

BUTTON INFORMATION 3

```
BUTTON 3: ENABLED
NAME=" 2"
IMAGE=" OVAL"
POSITION=" MIDDLE RIGHT"
EVENT=" ANGLE 2"
```

FIG.12E

BUTTON INFORMATION 4

```
BUTTON 4: ENABLED
NAME=" PREVIOUS"
IMAGE=" LEFT ARROW"
POSITION=" MIDDLE LOWER LEFT"
EVENT=" SKIP BACK"
```

FIG.12F

BUTTON INFORMATION 5

```
BUTTON 5: ENABLED
NAME=" NEXT"
IMAGE=" RIGHT ARROW"
POSITION=" MIDDLE LOWER RIGHT"
EVENT=" SKIP NEXT"
```

FIG.12G

BUTTON INFORMATION 6

```
BUTTON 6: ENABLED
NAME=" FAST-REWIND"
IMAGE=" PENTAGONAL
    FIGURE POINTING LEFT"
POSITION=" LOWER LEFT"
EVENT=" FAST-REWIND"
```

FIG.12H

BUTTON INFORMATION 7

```
BUTTON 7: ENABLED
NAME=" FAST-FORWARD"
IMAGE=" PENTAGONAL
    FIGURE POINTING RIGHT"
POSITION=" LOWER RIGHT"
EVENT=" FAST-FORWARD"
```

FIG.13

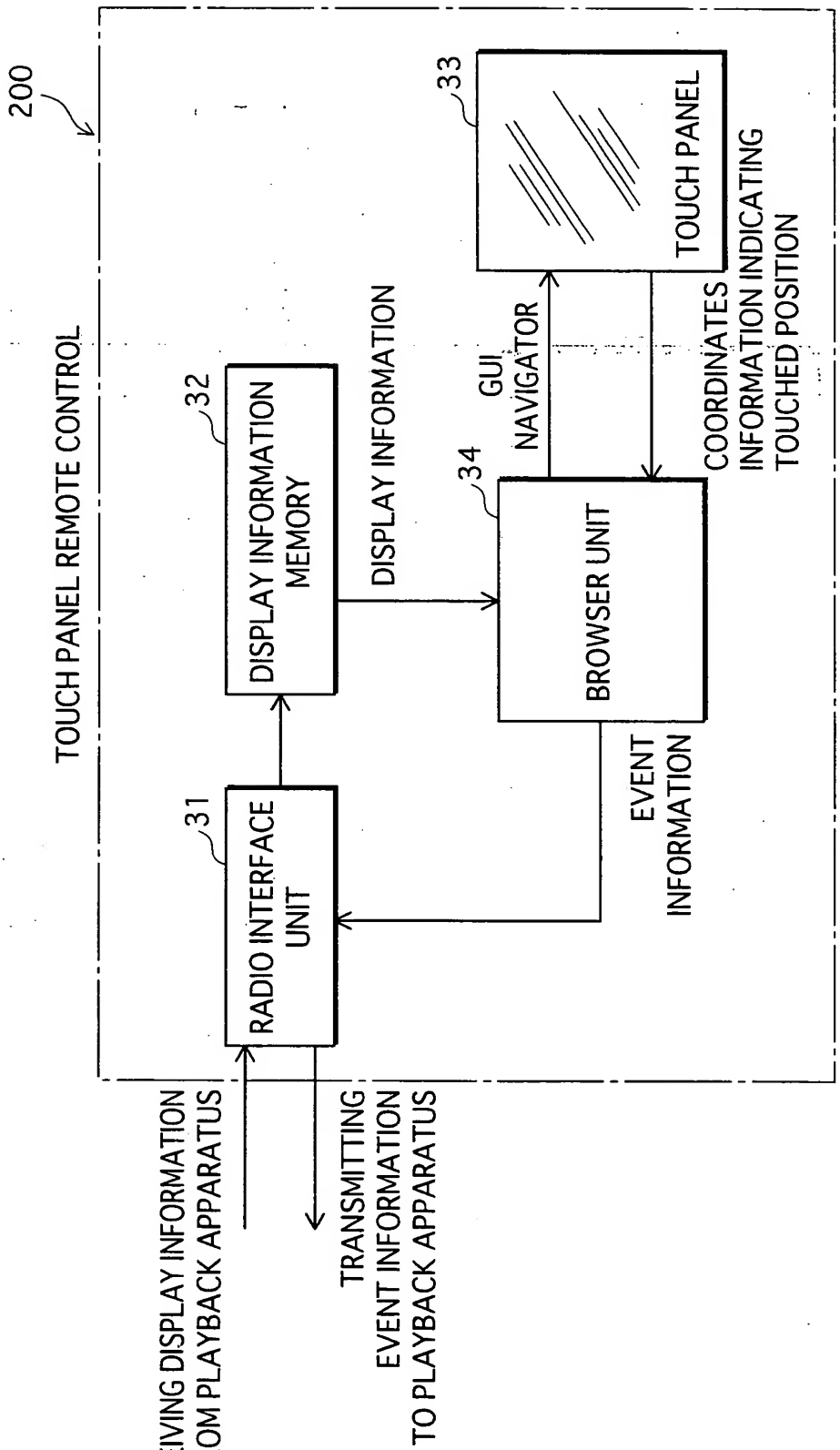

200
TOUCH PANEL REMOTE CONTROL
33
TOUCH PANEL
32
DISPLAY INFORMATION MEMORY
DISPLAY INFORMATION
GUI NAVIGATOR
34
BROWSER UNIT
COORDINATES INFORMATION INDICATING TOUCHED POSITION
EVENT INFORMATION
31
RADIO INTERFACE UNIT
RECEIVING DISPLAY INFORMATION FROM PLAYBACK APPARATUS
TRANSMITTING EVENT INFORMATION TO PLAYBACK APPARATUS

FIG. 14

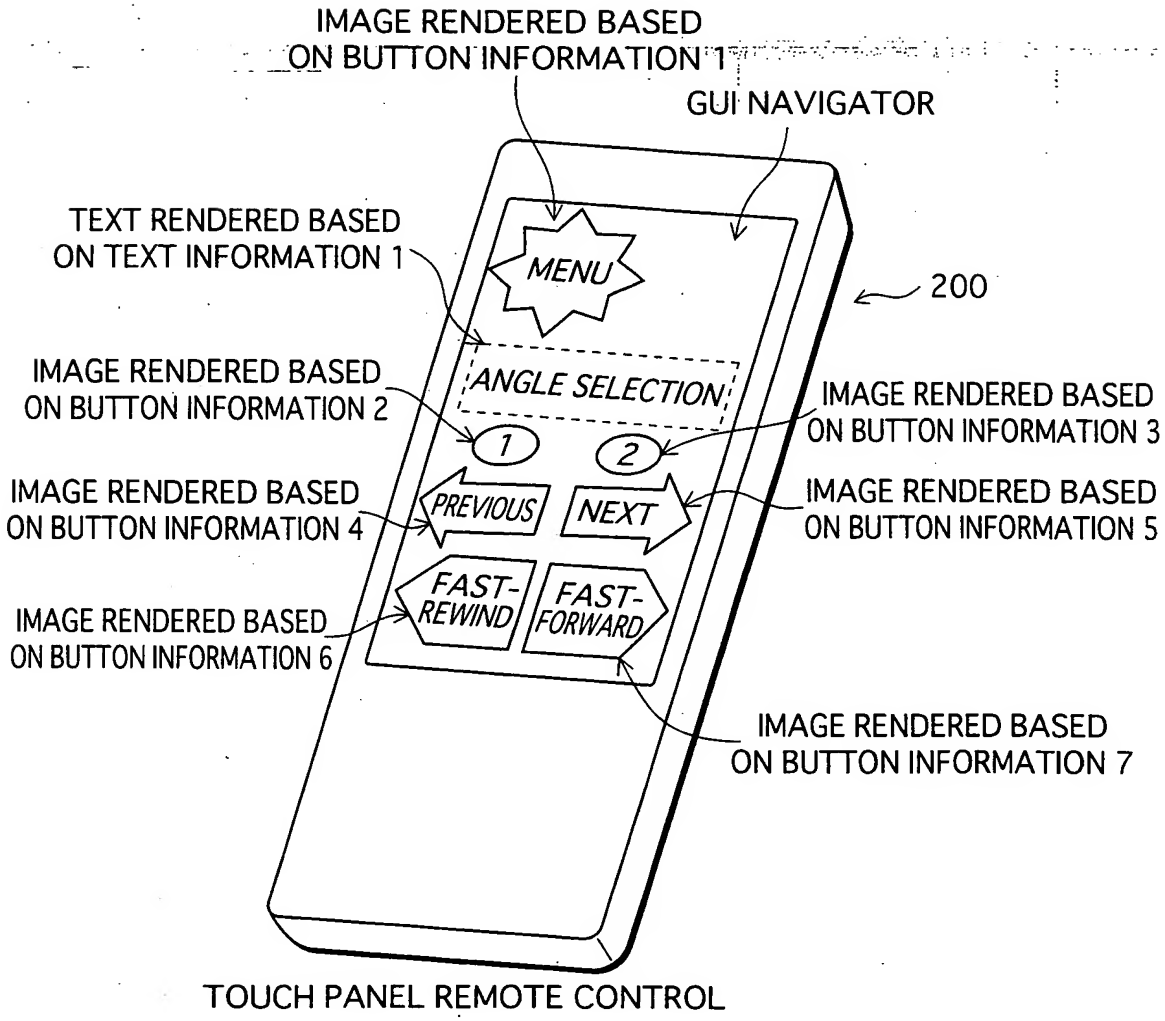


IMAGE RENDERED BASED ON BUTTON INFORMATION 1
GUI NAVIGATOR
TEXT RENDERED BASED ON TEXT INFORMATION 1
MENU
200
IMAGE RENDERED BASED ON BUTTON INFORMATION 2
ANGLE SELECTION
IMAGE RENDERED BASED ON BUTTON INFORMATION 3
1
2
IMAGE RENDERED BASED ON BUTTON INFORMATION 4
PREVIOUS
NEXT
IMAGE RENDERED BASED ON BUTTON INFORMATION 5
FAST-REWIND
FAST-FORWARD
IMAGE RENDERED BASED ON BUTTON INFORMATION 6
IMAGE RENDERED BASED ON BUTTON INFORMATION 7
TOUCH PANEL REMOTE CONTROL

FIG.15

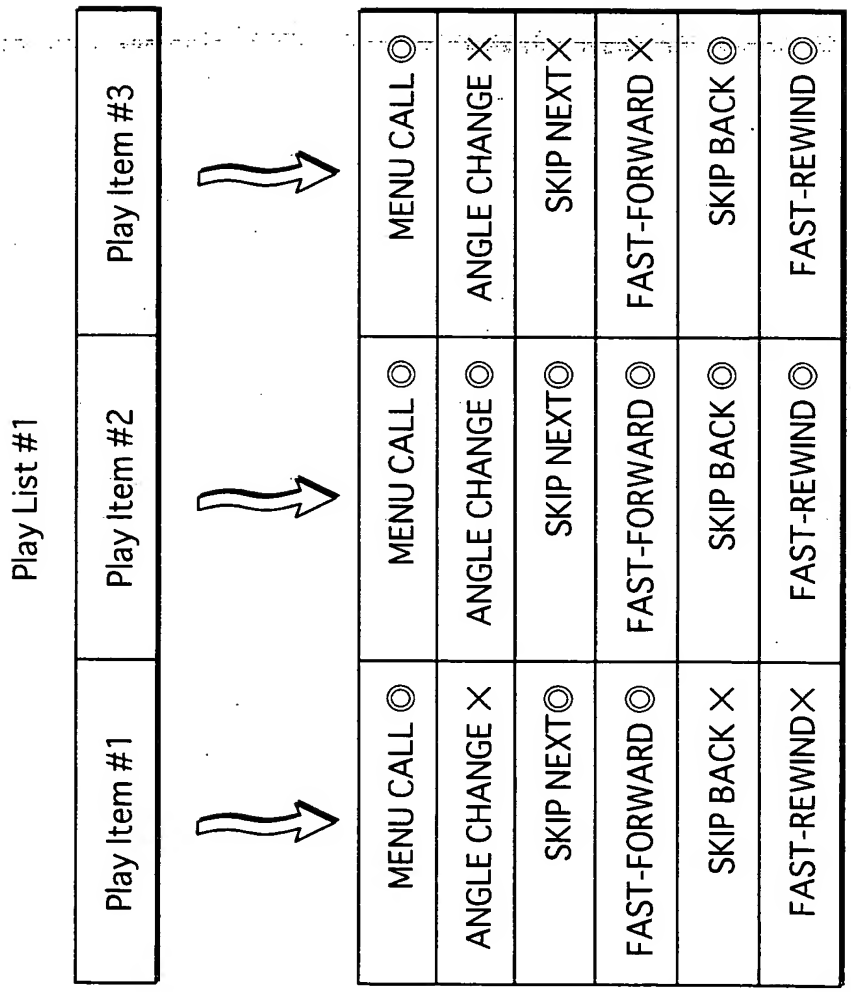

Play List #1
Play Item #1
Play Item #2
Play Item #3
MENU CALL ◎
ANGLE CHANGE ×
SKIP NEXT◎
FAST-FORWARD ◎
SKIP BACK ×
FAST-REWIND×
MENU CALL ◎
ANGLE CHANGE ◎
SKIP NEXT◎
FAST-FORWARD ◎
SKIP BACK ◎
FAST-REWIND ◎
MENU CALL ◎
ANGLE CHANGE ×
SKIP NEXT×
FAST-FORWARD ×
SKIP BACK ◎
FAST-REWIND ◎

FIG.16A

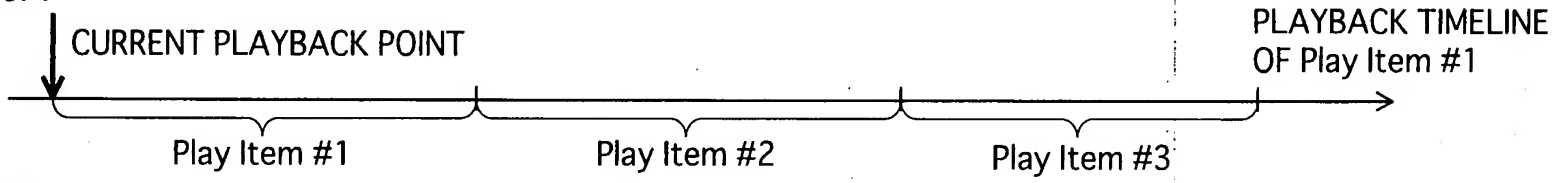
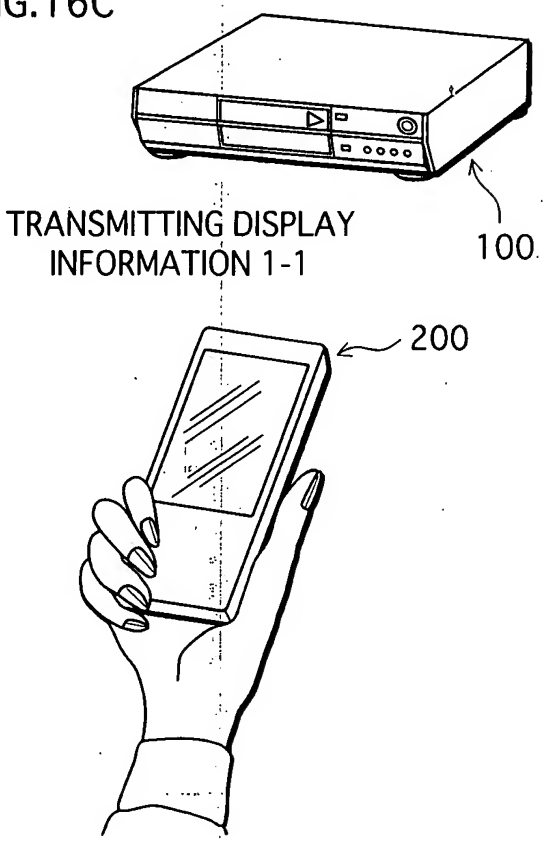


FIG.16B CONTENTS OF DISPLAY INFORMATION 1-1

BUTTON 1: ENABLED NAME=" MENU" IMAGE=" STAR" POSITION=" UPPER LEFT" EVENT=" DISPLAY MENU"	TEXT 1: REVERSE COLOR NAME=" NO ANGLE SECTION" POSITION=" UPPER CENTER"
BUTTON 2: DISABLED NAME=" 1" IMAGE=" GRAY-OUT OVAL" POSITION=" MIDDLE LEFT" EVENT=" NONE"	BUTTON 3: DISABLED NAME=" 2" IMAGE=" GRAY-OUT OVAL" POSITION=" MIDDLE RIGHT" EVENT=" NONE"
BUTTON 4: DISABLED NAME=" PREVIOUS" IMAGE=" GRAY-OUT LEFT ARROW" POSITION=" MIDDLE LOWER LEFT" EVENT=" NONE"	BUTTON 5: ENABLED NAME=" NEXT" IMAGE=" RIGHT ARROW" POSITION=" MIDDLE LOWER RIGHT" EVENT=" SKIP NEXT"
BUTTON 6: DISABLED NAME=" FAST-REWIND" IMAGE=" GRAY-OUT PENTAGONAL FIGURE POINTING LEFT" POSITION=" LOWER LEFT" EVENT=" NONE"	BUTTON 7: ENABLED NAME=" FAST-FORWARD" IMAGE=" PENTAGONAL FIGURE POINTING RIGHT" POSITION=" LOWER RIGHT" EVENT=" FAST-FORWARD"

FIG.16C



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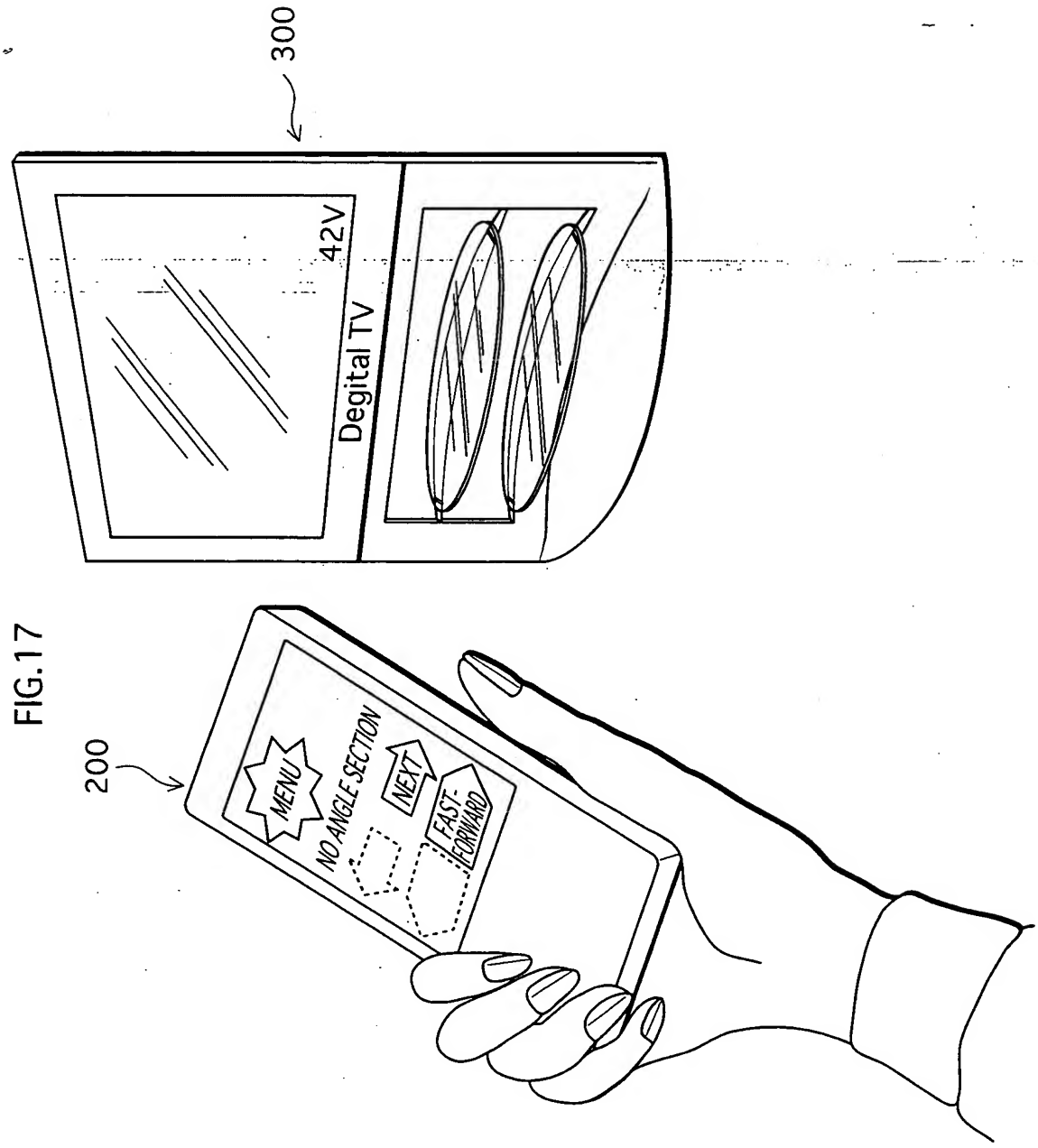

300
42V
Degital TV
200
MENU
NO ANGLE SECTION
NEXT
FAST-FORWARD

FIG.17

FIG.18A

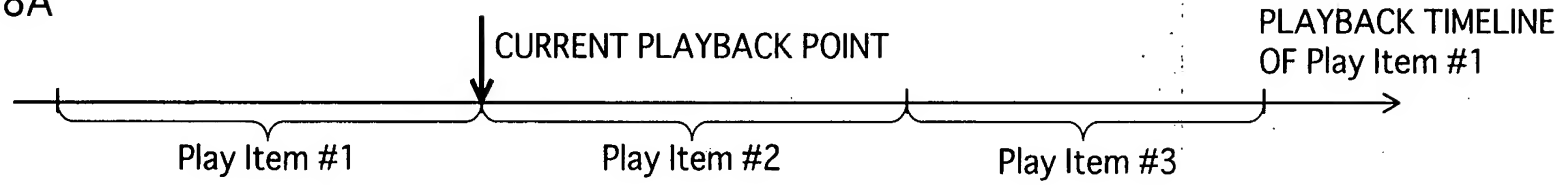
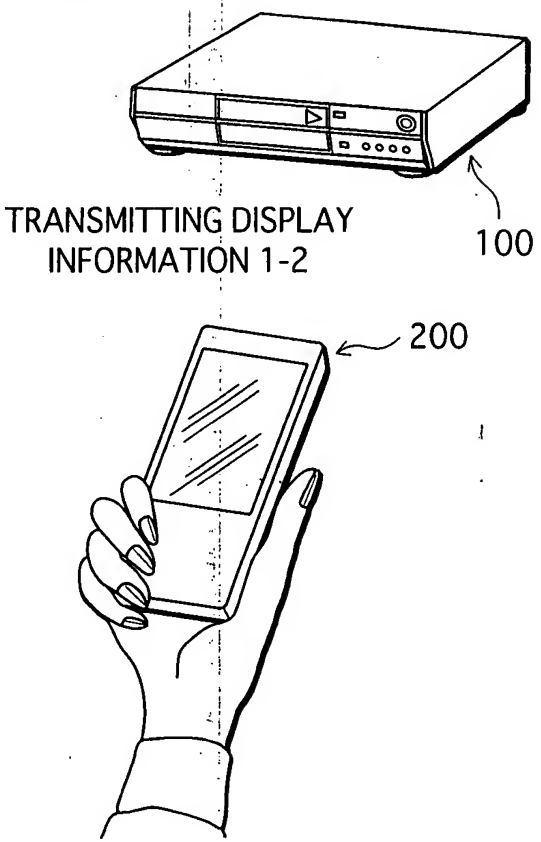


FIG.18B CONTENTS OF DISPLAY INFORMATION 1-2

BUTTON 1: ENABLED NAME=" MENU" IMAGE=" STAR" POSITION=" UPPER LEFT" EVENT=" DISPLAY MENU"	TEXT 1: NORMAL COLOR NAME=" ANGLE SELECTION" POSITION=" UPPER CENTER"
BUTTON 2: ENABLED NAME=" 1" IMAGE=" OVAL" POSITION=" MIDDLE LEFT" EVENT=" ANGLE 1"	BUTTON 3: ENABLED NAME=" 2" IMAGE=" OVAL" POSITION=" MIDDLE RIGHT" EVENT=" ANGLE 2"
BUTTON 4: ENABLED NAME=" PREVIOUS" IMAGE=" LEFT ARROW" POSITION=" MIDDLE LOWER LEFT" EVENT=" SKIP BACK"	BUTTON 5: ENABLED NAME=" NEXT" IMAGE=" RIGHT ARROW" POSITION=" MIDDLE LOWER RIGHT" EVENT=" SKIP NEXT"
BUTTON 6: ENABLED NAME=" FAST-REWIND" IMAGE=" PENTAGONAL FIGURE POINTING LEFT" POSITION=" LOWER LEFT" EVENT=" FAST-REWIND"	BUTTON 7: ENABLED NAME=" FAST-FORWARD" IMAGE=" PENTAGONAL FIGURE POINTING RIGHT" POSITION=" LOWER RIGHT" EVENT=" FAST-FORWARD"

FIG.18C



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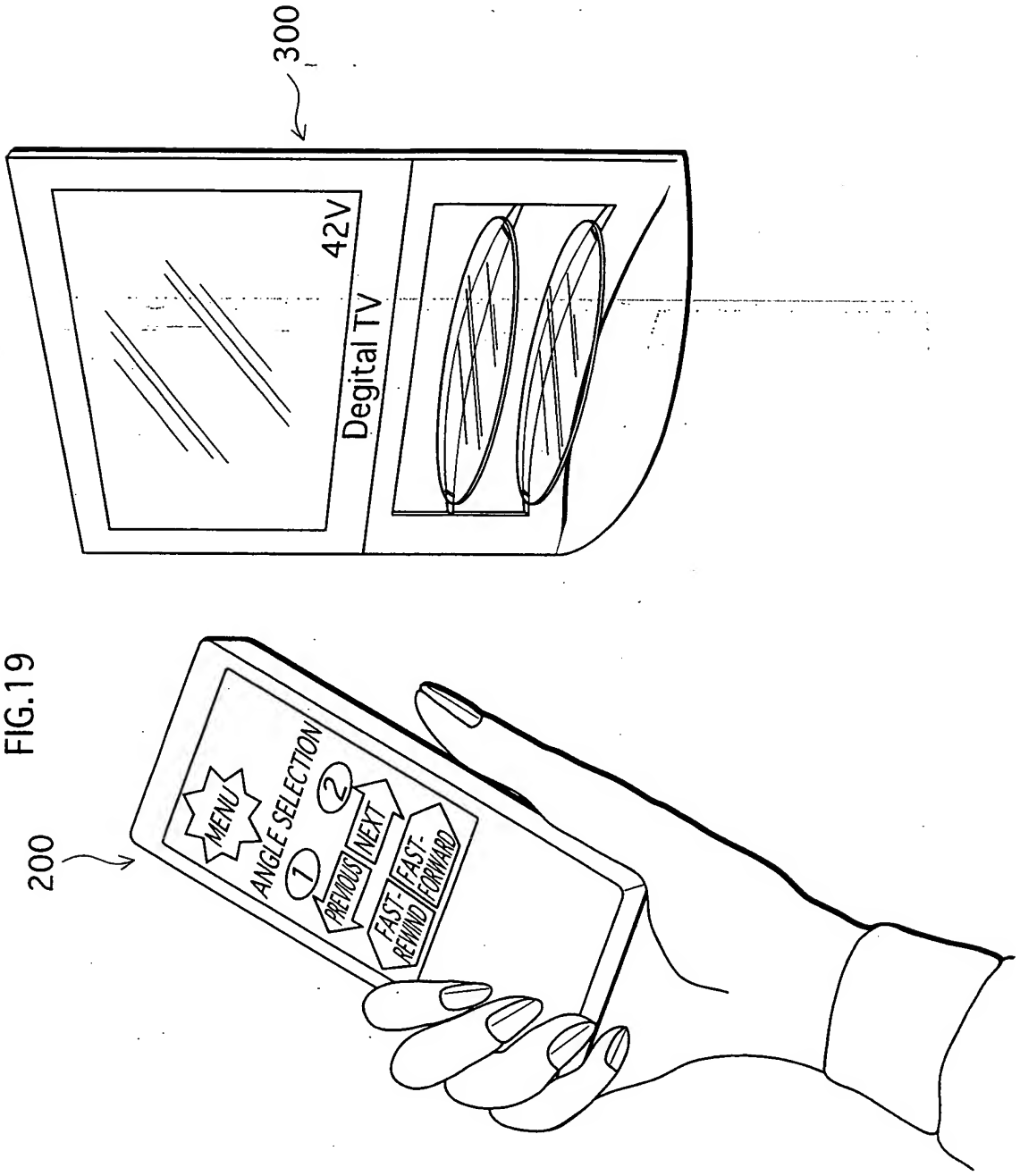

300
42V
Degital TV
200
MENU
ANGLE SELECTION
1
2
PREVIOUS
NEXT
FAST-REWIND
FAST-FORWARD

FIG.19

FIG.20A

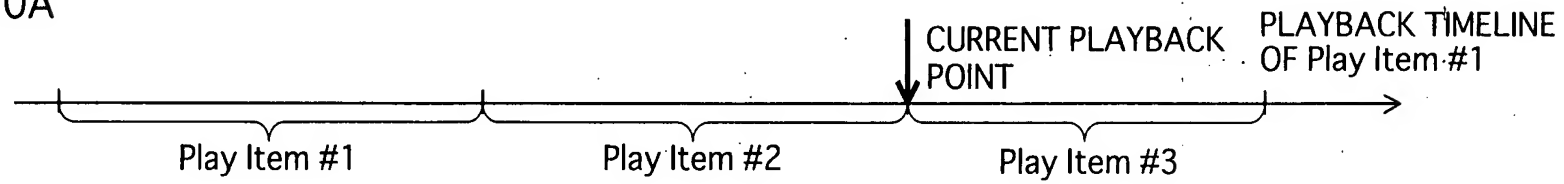
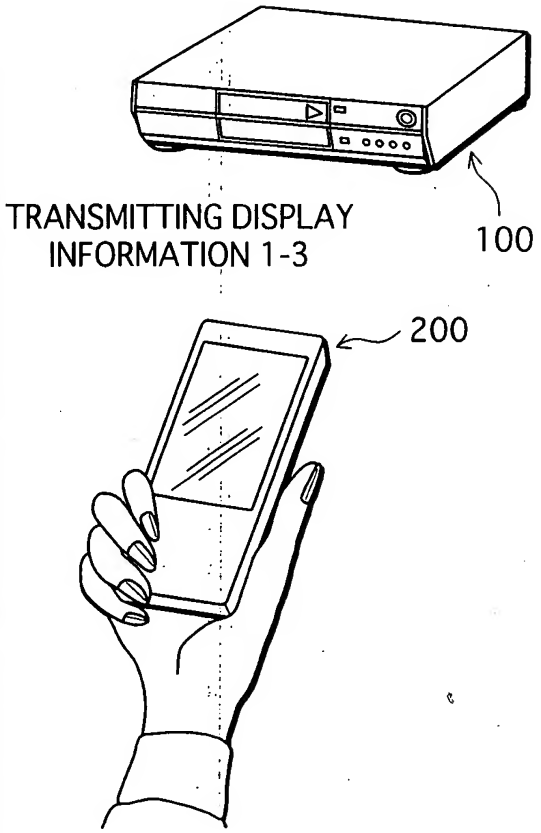


FIG.20B CONTENTS OF DISPLAY INFORMATION 1-3

BUTTON 1: ENABLED NAME=" MENU" IMAGE=" STAR" POSITION=" UPPER LEFT" EVENT=" DISPLAY MENU"	TEXT 1: REVERSE COLOR NAME=" NO ANGLE SECTION" POSITION=" UPPER CENTER"
BUTTON 2: DISABLED NAME=" 1" IMAGE=" GRAY-OUT OVAL" POSITION=" MIDDLE LEFT" EVENT=" NONE"	BUTTON 3: DISABLED NAME=" 2" IMAGE=" GRAY-OUT OVAL" POSITION=" MIDDLE RIGHT" EVENT=" NONE"
BUTTON 4: ENABLED NAME=" PREVIOUS" IMAGE=" LEFT ARROW" POSITION=" MIDDLE LOWER LEFT" EVENT=" SKIP BACK"	BUTTON 5: DISABLED NAME=" NEXT" IMAGE=" GRAY-OUT RIGHT ARROW" POSITION=" MIDDLE LOWER RIGHT" EVENT=" NONE"
BUTTON 6: ENABLED NAME=" FAST-REWIND" IMAGE=" PENTAGONAL FIGURE POINTING LEFT" POSITION=" LOWER LEFT" EVENT=" FAST-REWIND"	BUTTON 7: DISABLED NAME=" FAST-FORWARD" IMAGE=" GRAY-OUT PENTAGONAL FIGURE POINTING RIGHT" POSITION=" LOWER RIGHT" EVENT=" NONE"

FIG.20C



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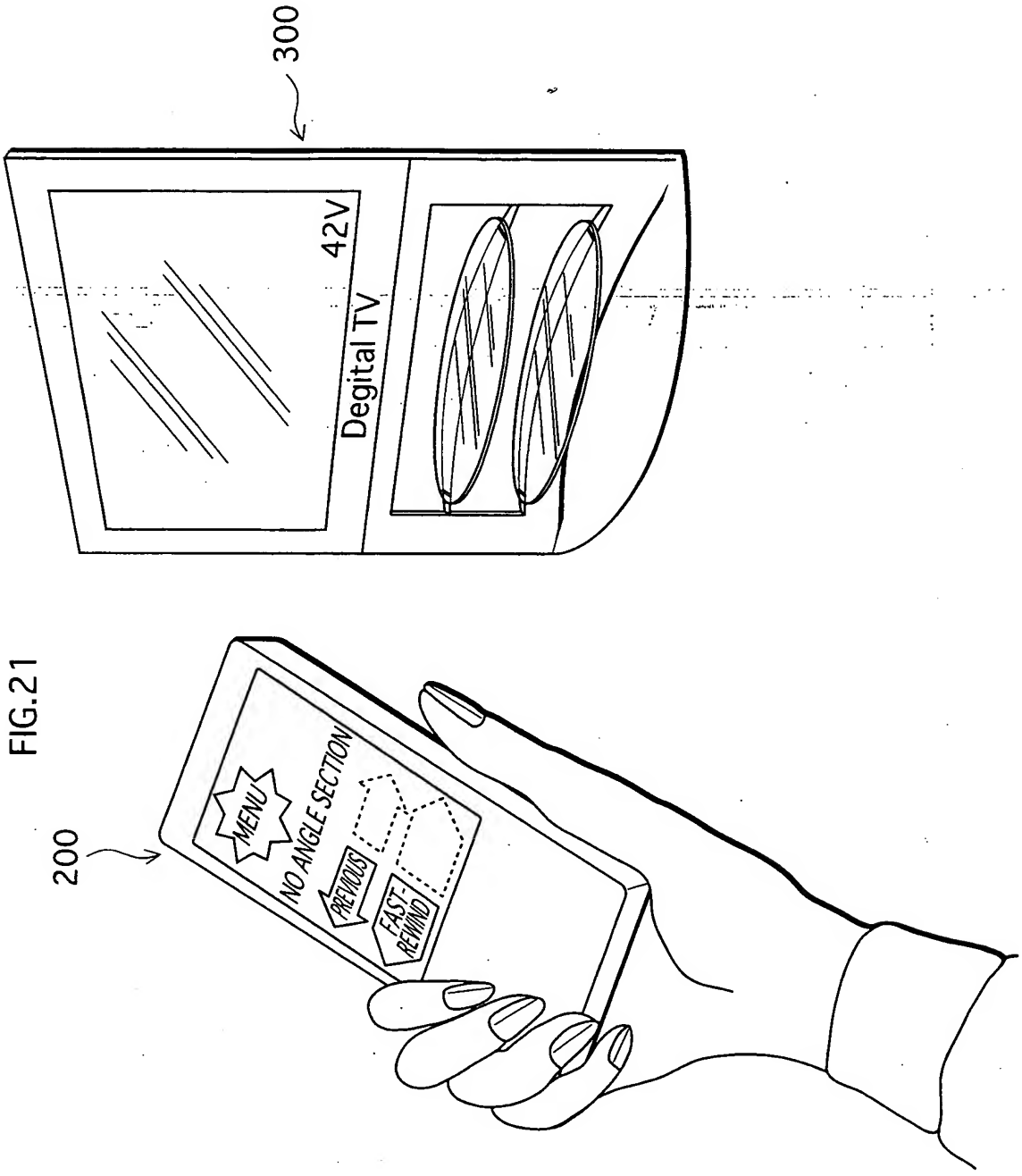
300
42V
Degital TV
200
MENU
NO ANGLE SECTION
PREVIOUS
FAST-REWIND

FIG.21

FIG.22

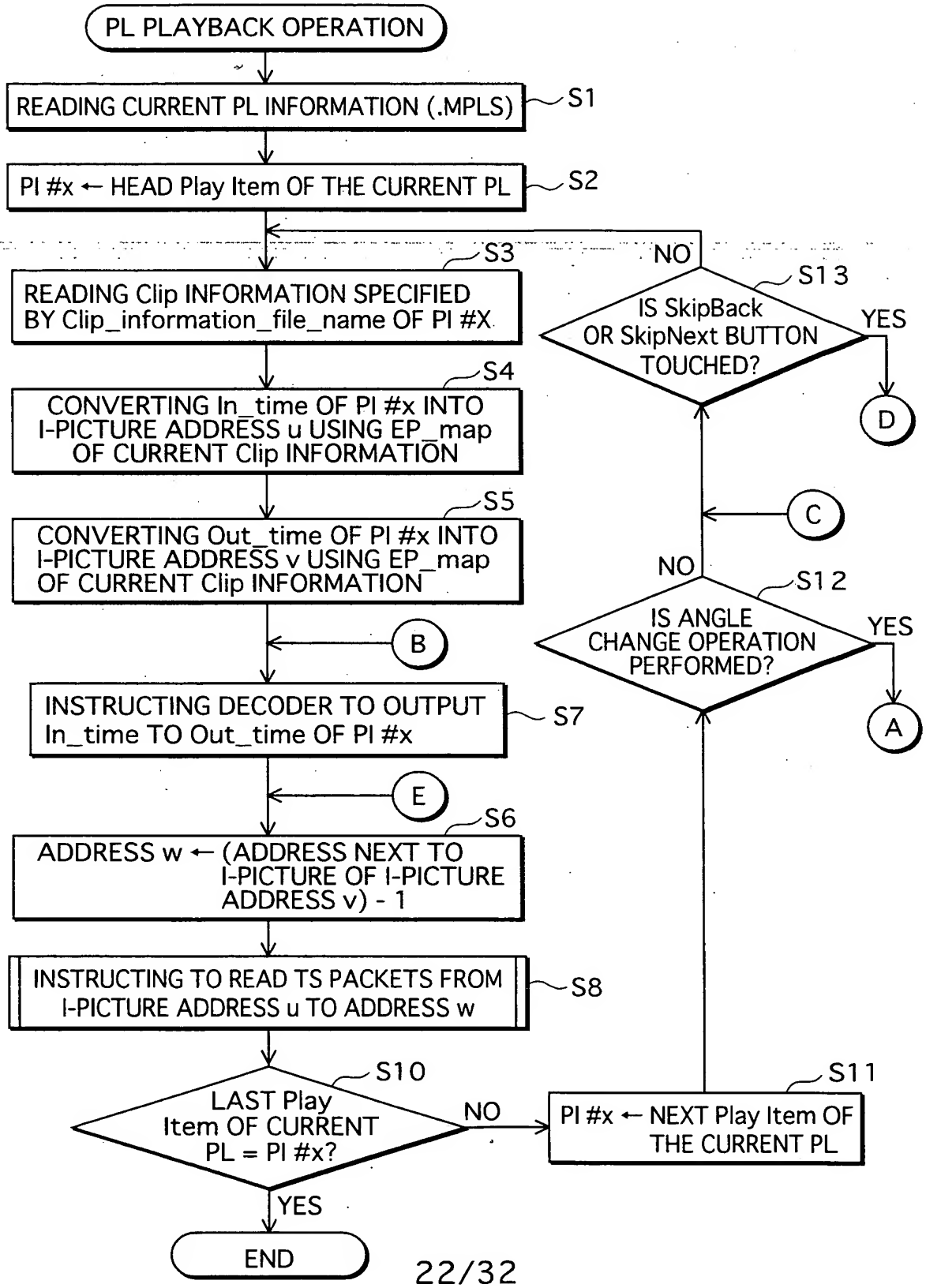
PL PLAYBACK OPERATION
READING CURRENT PL INFORMATION (.MPLS)
S1
PI #x ← HEAD Play Item OF THE CURRENT PL
S2
S3
READING Clip INFORMATION SPECIFIED BY Clip_information_file_name OF PI #X
S4
CONVERTING In_time OF PI #x INTO I-PICTURE ADDRESS u USING EP_map OF CURRENT Clip INFORMATION
S5
CONVERTING Out_time OF PI #x INTO I-PICTURE ADDRESS v USING EP_map OF CURRENT Clip INFORMATION
B
INSTRUCTING DECODER TO OUTPUT In_time TO Out_time OF PI #x
S7
E
S6
ADDRESS w ← (ADDRESS NEXT TO I-PICTURE OF I-PICTURE ADDRESS v) - 1
INSTRUCTING TO READ TS PACKETS FROM I-PICTURE ADDRESS u TO ADDRESS w
S8
S10
LAST Play Item OF CURRENT PL = PI #x?
NO
YES
END
S11
PI #x ← NEXT Play Item OF THE CURRENT PL
NO
S12
IS ANGLE CHANGE OPERATION PERFORMED?
YES
A
C
NO
S13
IS SkipBack OR SkipNext BUTTON TOUCHED?
YES
D

FIG.23

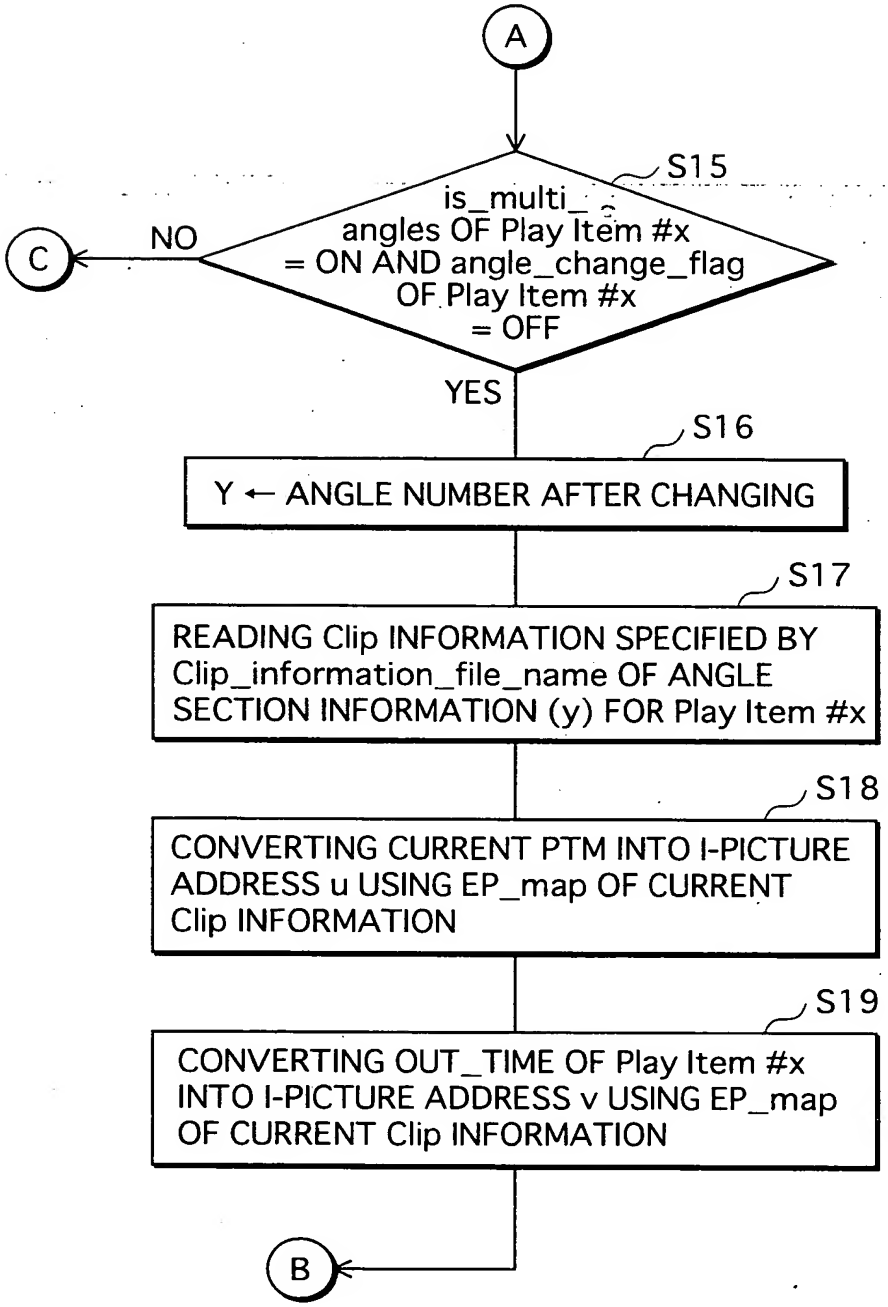
A
S15
is_multi_angles OF Play Item #x = ON AND angle_change_flag OF Play Item #x = OFF
NO
C
YES
S16
Y ← ANGLE NUMBER AFTER CHANGING
S17
READING Clip INFORMATION SPECIFIED BY Clip_information_file_name OF ANGLE SECTION INFORMATION (y) FOR Play Item #x
S18
CONVERTING CURRENT PTM INTO I-PICTURE ADDRESS u USING EP_map OF CURRENT Clip INFORMATION
S19
CONVERTING OUT_TIME OF Play Item #x INTO I-PICTURE ADDRESS v USING EP_map OF CURRENT Clip INFORMATION
B

FIG.24

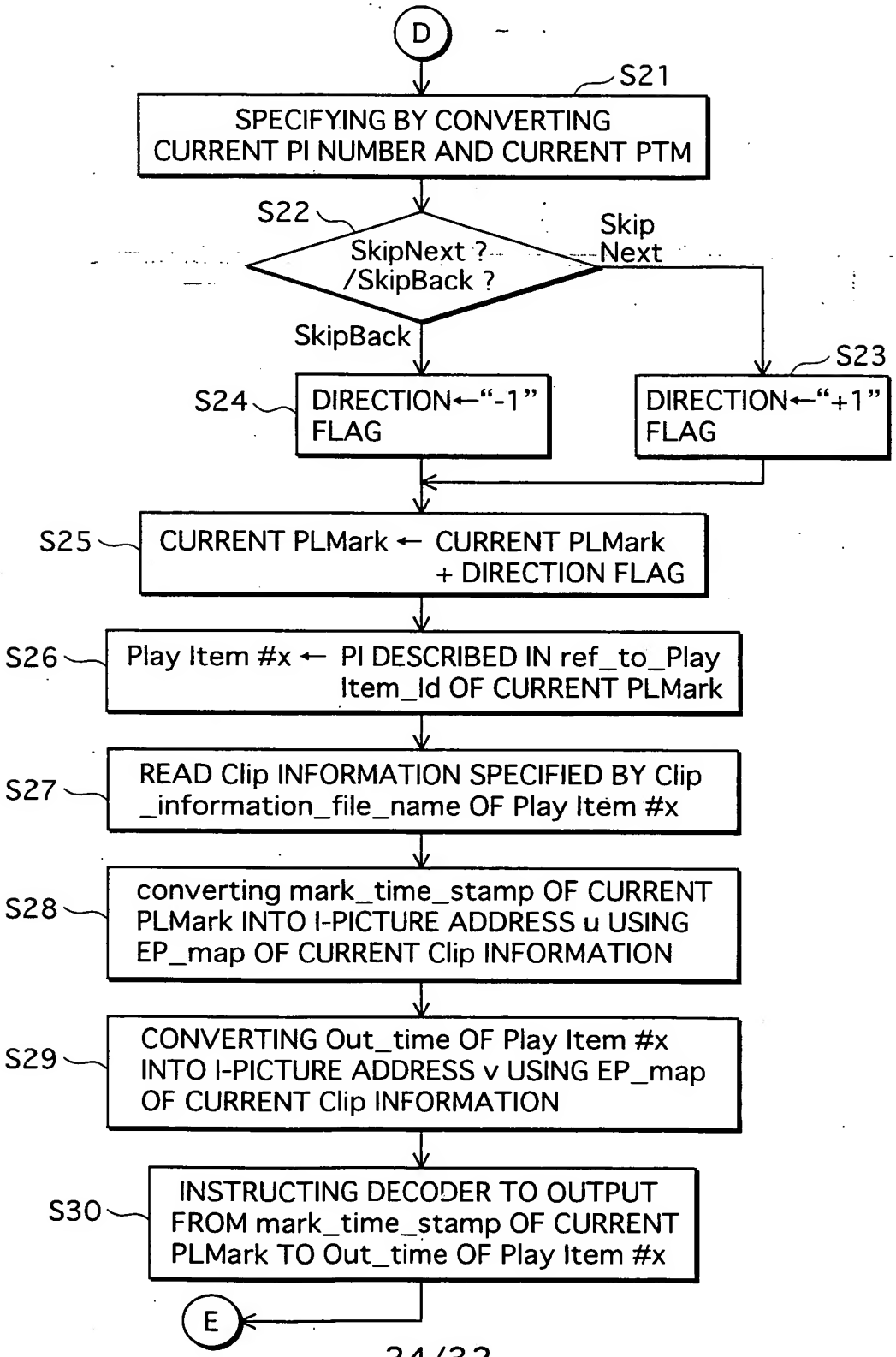
D
S21
SPECIFYING BY CONVERTING CURRENT PI NUMBER AND CURRENT PTM
S22
SkipNext ? /SkipBack ?
Skip Next
SkipBack
S23
S24
DIRECTION←"-1" FLAG
DIRECTION←"+1" FLAG
S25
CURRENT PLMark ← CURRENT PLMark + DIRECTION FLAG
S26
Play Item #x ← PI DESCRIBED IN ref_to_Play Item_Id OF CURRENT PLMark
S27
READ Clip INFORMATION SPECIFIED BY Clip _information_file_name OF Play Item #x
S28
converting mark_time_stamp OF CURRENT PLMark INTO I-PICTURE ADDRESS u USING EP_map OF CURRENT Clip INFORMATION
S29
CONVERTING Out_time OF Play Item #x INTO I-PICTURE ADDRESS v USING EP_map OF CURRENT Clip INFORMATION
S30
INSTRUCTING DECODER TO OUTPUT FROM mark_time_stamp OF CURRENT PLMark TO Out_time OF Play Item #x
E

FIG.25

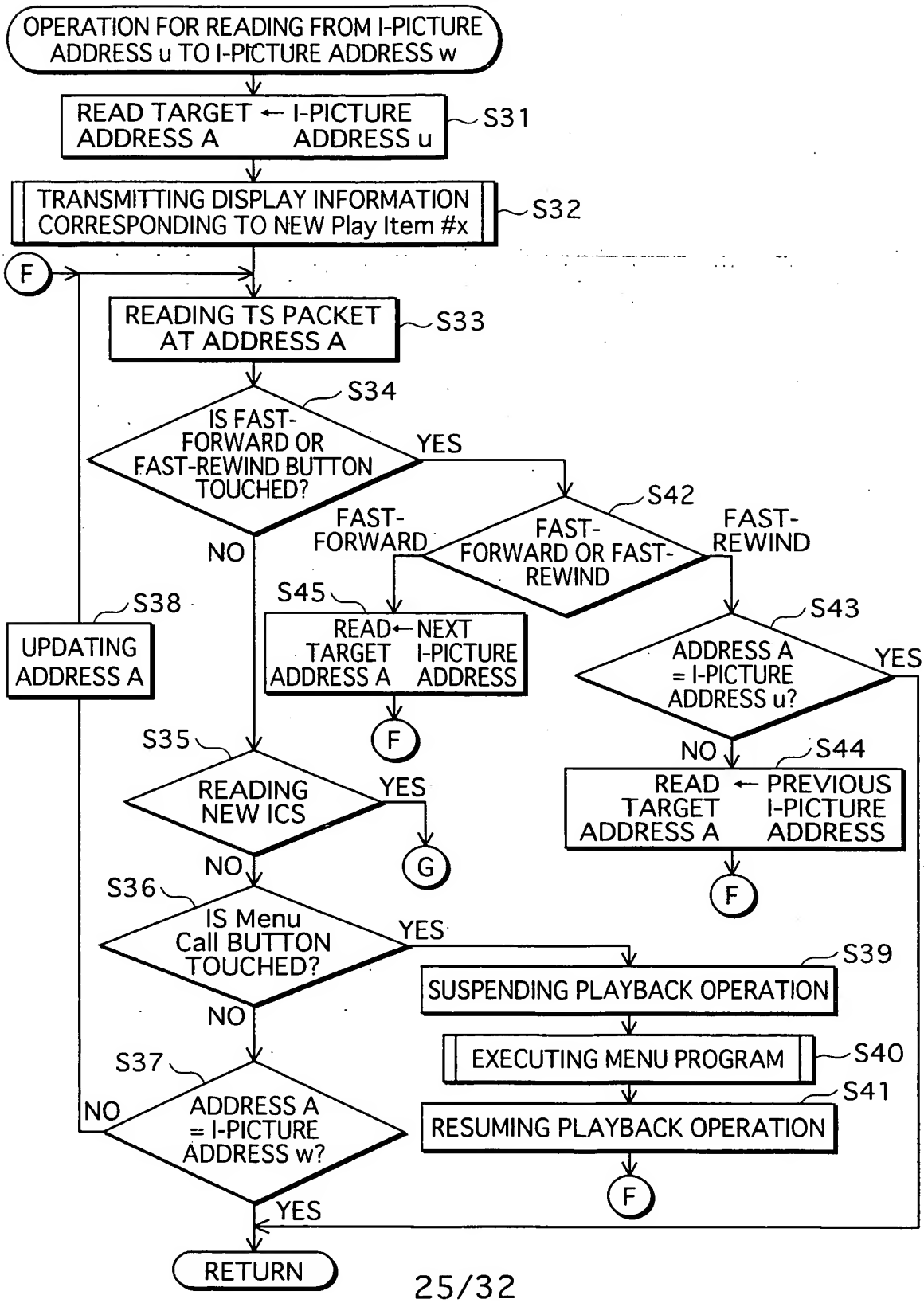
OPERATION FOR READING FROM I-PICTURE ADDRESS u TO I-PICTURE ADDRESS w
READ TARGET ADDRESS A ← I-PICTURE ADDRESS u
S31
TRANSMITTING DISPLAY INFORMATION CORRESPONDING TO NEW Play Item #x
S32
F
READING TS PACKET AT ADDRESS A
S33
S34
IS FAST-FORWARD OR FAST-REWIND BUTTON TOUCHED?
YES
NO
S42
FAST-FORWARD OR FAST-REWIND
FAST-FORWARD
FAST-REWIND
S45
READ TARGET ADDRESS A ← NEXT I-PICTURE ADDRESS
S43
ADDRESS A = I-PICTURE ADDRESS u?
YES
NO
S44
READ TARGET ADDRESS A ← PREVIOUS I-PICTURE ADDRESS
F
F
S38
UPDATING ADDRESS A
S35
READING NEW ICS
YES
G
NO
S36
IS Menu Call BUTTON TOUCHED?
YES
NO
S39
SUSPENDING PLAYBACK OPERATION
EXECUTING MENU PROGRAM
S40
S41
RESUMING PLAYBACK OPERATION
F
S37
ADDRESS A = I-PICTURE ADDRESS w?
NO
YES
RETURN

FIG.26A

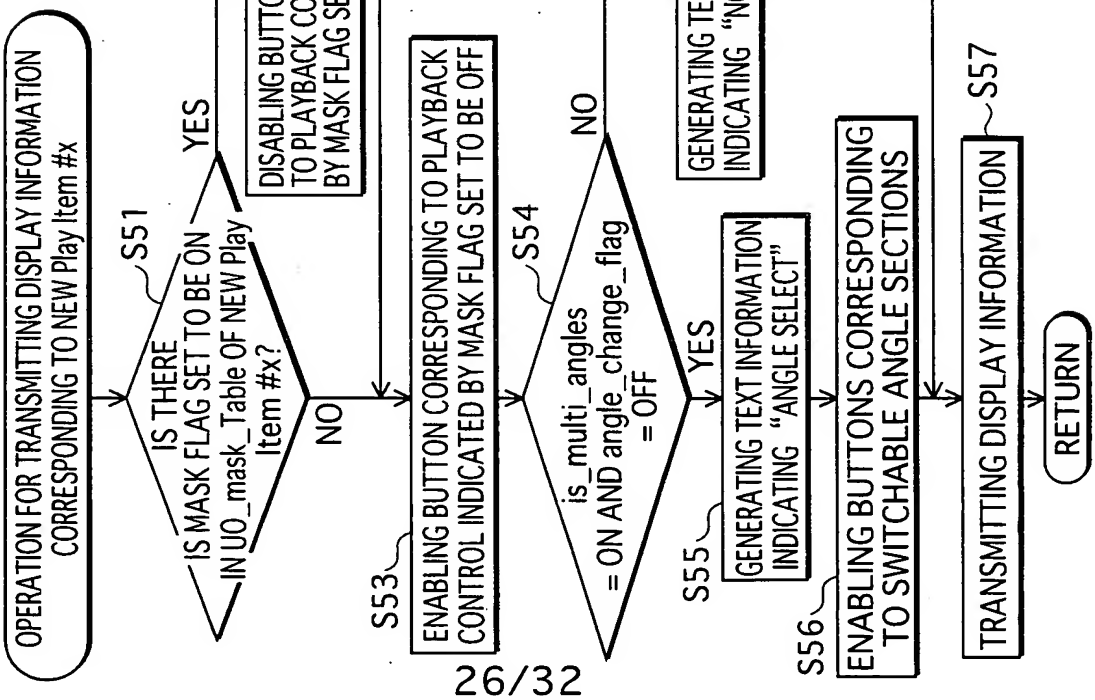

FIG.26B

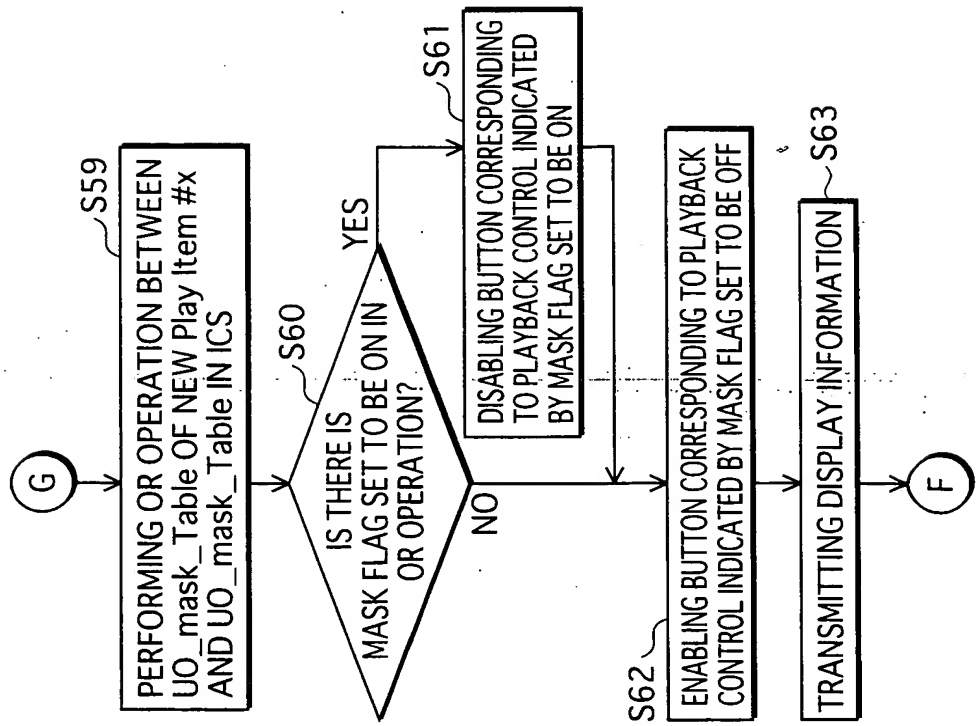

FIG.27

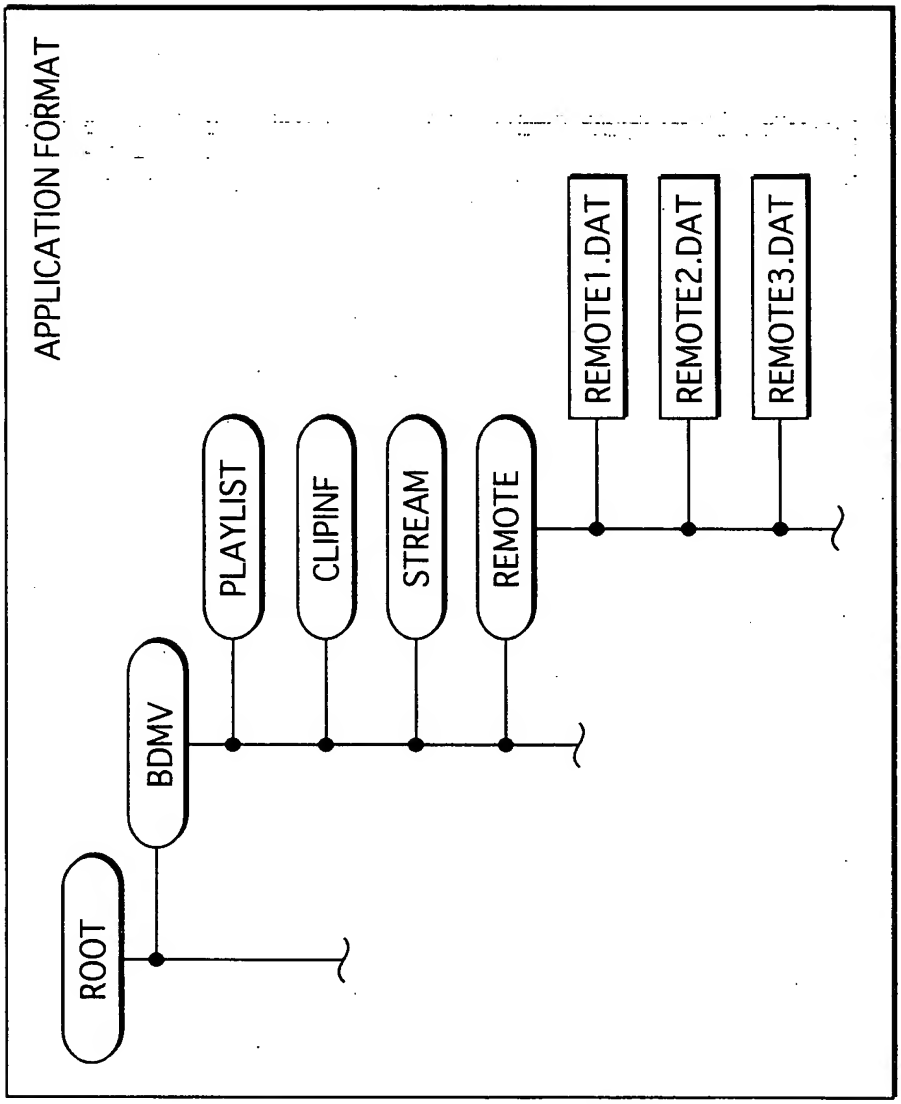
APPLICATION FORMAT
ROOT
BDMV
PLAYLIST
CLIPINF
STREAM
REMOTE
REMOTE1.DAT
REMOTE2.DAT
REMOTE3.DAT

FIG.28

Remote 1.dat

EFFECTIVE SECTION=Play Item # 1

BUTTON 1: ENABLED
NAME=" MENU"
IMAGE=" STAR"
POSITION=" UPPER LEFT"
EVENT=" DISPLAY MENU"

TEXT 1: REVERSE COLOR
NAME=" NO ANGLE SECTION"
POSITION=" UPPER CENTER"

BUTTON 2: DISABLED
NAME=" 1"
IMAGE=" GRAY-OUT OVAL"
POSITION=" MIDDLE LEFT"
EVENT=" NONE"

BUTTON 3: DISABLED
NAME=" 2"
IMAGE=" GRAY-OUT OVAL"
POSITION=" MIDDLE RIGHT"
EVENT=" NONE"

BUTTON 4: DISABLED
NAME=" PREVIOUS"
IMAGE=" GRAY-OUT LEFT ARROW"
POSITION=" MIDDLE LOWER LEFT"
EVENT=" NONE"

BUTTON 5: ENABLED
NAME=" NEXT"
IMAGE=" RIGHT ARROW"
POSITION=" MIDDLE
LOWER RIGHT"
EVENT=" SKIP NEXT"

BUTTON 6: DISABLED
NAME=" FAST-REWIND"
IMAGE=" GRAY-OUT PENTAGONAL
FIGURE POINTING LEFT"
POSITION=" LOWER LEFT"
EVENT=" NONE"

BUTTON 7: ENABLED
NAME=" FAST-FORWARD"
IMAGE=" PENTAGONAL FIGURE
POINTING RIGHT"
POSITION=" LOWER RIGHT"
EVENT=" FAST-FORWARD"

FIG.29

Remote 2.dat

EFFECTIVE SECTION=Play Item # 2

BUTTON 1: ENABLED
NAME=" MENU"
IMAGE=" STAR"
POSITION=" UPPER LEFT"
EVENT=" DISPLAY MENU"

TEXT 1: NORMAL COLOR
NAME=" ANGLE SELECTION"
POSITION=" UPPER CENTER"

BUTTON 2: ENABLED
NAME=" 1"
IMAGE=" OVAL"
POSITION=" MIDDLE LEFT"
EVENT=" ANGLE 1"

BUTTON 3: ENABLED
NAME=" 2"
IMAGE=" OVAL"
POSITION=" MIDDLE RIGHT"
EVENT=" ANGLE 2"

BUTTON 4: ENABLED
NAME=" PREVIOUS"
IMAGE=" LEFT ARROW"
POSITION=" MIDDLE LOWER LEFT"
EVENT=" SKIP BACK"

BUTTON 5: ENABLED
NAME=" NEXT"
IMAGE=" RIGHT ARROW"
POSITION=" MIDDLE
LOWER RIGHT"
EVENT=" SKIP NEXT"

BUTTON 6: ENABLED
NAME=" FAST-REWIND"
IMAGE=" PENTAGONAL
FIGURE POINTING LEFT"
POSITION=" LOWER LEFT"
EVENT=" FAST-REWIND"

BUTTON 7: ENABLED
NAME=" FAST-FORWARD"
IMAGE=" PENTAGONAL
FIGURE POINTING RIGHT"
POSITION=" LOWER RIGHT"
EVENT=" FAST-FORWARD"

FIG.30

Remote 3.dat

EFFECTIVE SECTION=Play Item # 3

BUTTON 1: ENABLED
NAME=" MENU"
IMAGE=" STAR"
POSITION=" UPPER LEFT"
EVENT=" DISPLAY MENU"

TEXT 1: REVERSE COLOR
NAME=" NO ANGLE SECTION"
POSITION=" UPPER CENTER"

BUTTON 2: DISABLED
NAME=" 1"
IMAGE=" GRAY-OUT OVAL"
POSITION=" MIDDLE LEFT"
EVENT=" NONE"

BUTTON 3: DISABLED
NAME=" 2"
IMAGE=" GRAY-OUT OVAL"
POSITION=" MIDDLE RIGHT"
EVENT=" NONE"

BUTTON 4: ENABLED
NAME=" PREVIOUS"
IMAGE=" LEFT ARROW"
POSITION=" MIDDLE LOWER LEFT"
EVENT=" SKIP BACK"

BUTTON 5: DISABLED
NAME=" NEXT"
IMAGE=" GRAY-OUT RIGHT ARROW"
POSITION=" MIDDLE LOWER RIGHT"
EVENT=" NONE"

BUTTON 6: ENABLED
NAME=" FAST-REWIND"
IMAGE=" PENTAGONAL
FIGURE POINTING LEFT"
POSITION=" LOWER LEFT"
EVENT=" FAST-REWIND"

BUTTON 7: DISABLED
NAME=" FAST-FORWARD"
IMAGE=" GRAY-OUT PENTAGONAL
FIGURE POINTING RIGHT"
POSITION=" LOWER RIGHT"
EVENT=" NONE"

FIG.31

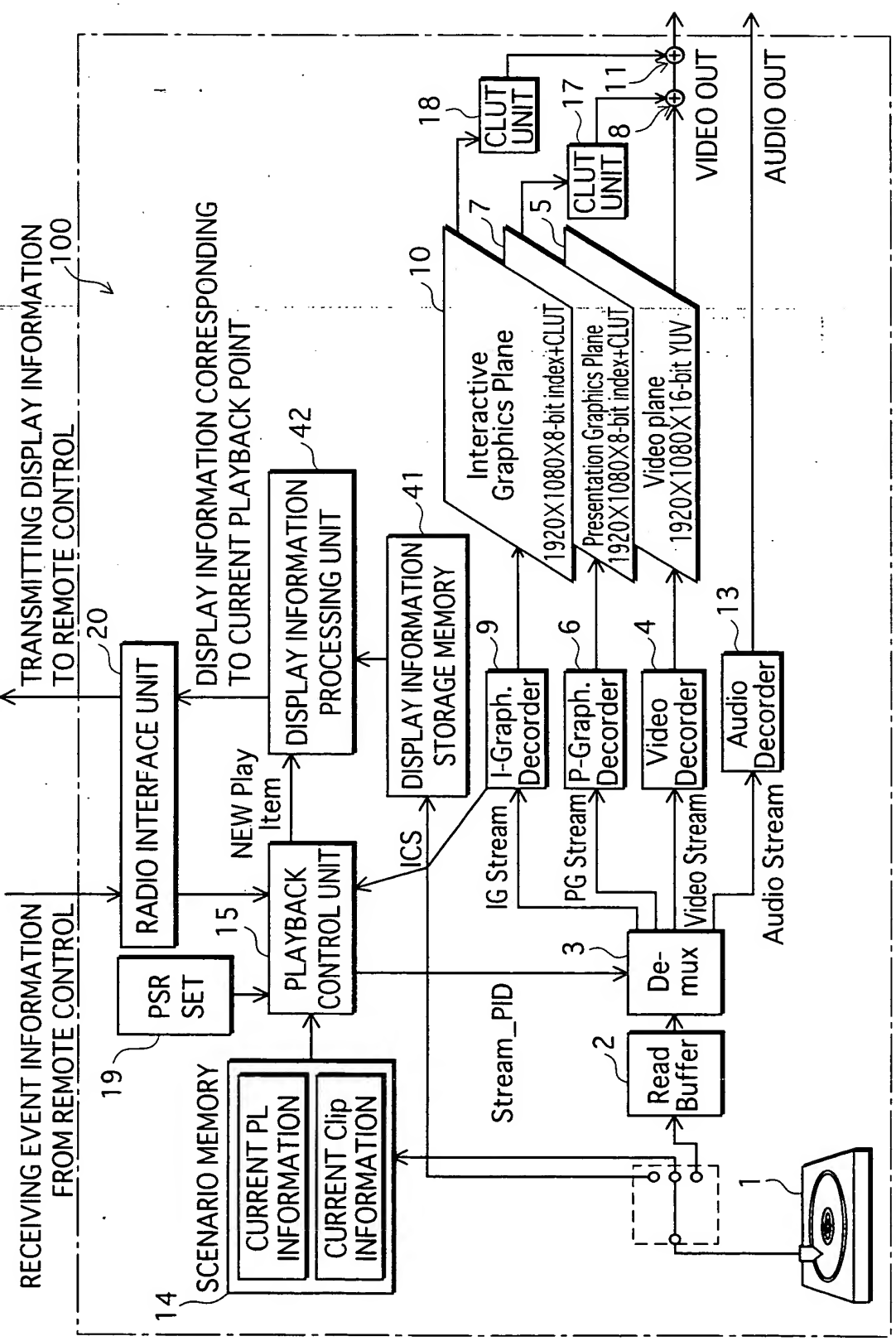
RECEIVING EVENT INFORMATION FROM REMOTE CONTROL
TRANSMITTING DISPLAY INFORMATION TO REMOTE CONTROL
100
20
RADIO INTERFACE UNIT
DISPLAY INFORMATION CORRESPONDING TO CURRENT PLAYBACK POINT
42
DISPLAY INFORMATION PROCESSING UNIT
41
DISPLAY INFORMATION STORAGE MEMORY
10
Interactive Graphics Plane
1920X1080X8-bit index+CLUT
Presentation Graphics Plane
1920X1080X8-bit index+CLUT
Video plane
1920X1080X16-bit YUV
18
CLUT UNIT
17
CLUT UNIT
11
8
7
5
VIDEO OUT
AUDIO OUT
9
I-Graph. Decorder
6
P-Graph. Decorder
4
Video Decorder
13
Audio Decorder
NEW Play Item
ICS
IG Stream
PG Stream
Video Stream
Audio Stream
15
PLAYBACK CONTROL UNIT
PSR SET
19
3
De-mux
2
Read Buffer
1
Stream_PID
SCENARIO MEMORY
CURRENT PL INFORMATION
CURRENT Clip INFORMATION
14

FIG.32

UO mask table

chapter_search_mask
time_search_mask
skip_next_mask
skip_back_mask
play_mask
stop_mask
pause_on_mask
pause_off_mask
still_off_mask
forward_play_mask
backward_play_mask
resume_mask
move_up_selected_button_mask
move_down_selected_button_mask
move_left_selected_button_mask
move_right_selected_button_mask
select_button_mask
acivate_and_activate_mask
select_and_activate_mask
audio_change_mask
PG_textST_change_mask
angle_change_mask
pupup_on_mask
pupup_off_mask
select_menu_language_mask

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